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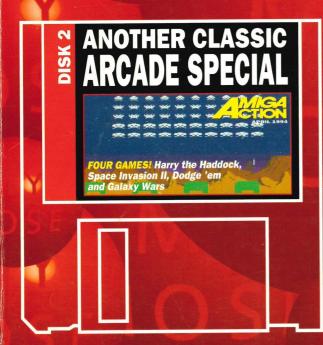




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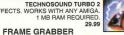
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That lanky Featherstone supporter for 'going quietly', the burly policeman for making the lanky Featherstone supporter 'go quietly',

Mong for giving up his job, Arcane for the promptness of their coverdisk, Express Micros for providing Paul with oh-such a wonderful service, so much so that he certainly didn't have to make a 140 mile round trip to get a refund that should have been sorted over the phone only no-one on the line seemed to have a clue what the hell they were doing – not that he's bitter or anything, and not that he has every right to be because of the pathetic way in which the problem was handled from the start, and most especially to Fiona for leaving Steve standing in Night and Day for an hour wondering what on Earth was going on.

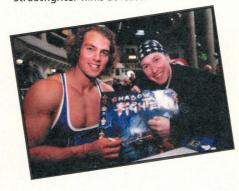


Coverdisk enquiries should be directed to the hotline number as detailed on page 8. We regret that we cannot spend time answering your disk and cheat queries whilst producing a quality magazine every month. As you can tell, we've been taking your calls for some time.

Belated phrase of the month: Kimahn!

### News p10

A bumper crop of news this month, with stories ranging from the sublime to the ridiculous. Well, from Light Pens to Streetfighter films at least.



### Subscribe p82

Here's your chance to get hold of 13 issues plus a brand spanking new game absolutely free! (Plus a small charge for the subscription. And the game.)

### Superleagues p90

Here's what the Superleagues might say to you, if they were being honest. And if they could speak, "Hello, we're an incredibly bland collection of pages frankly."

### **Public Domain** p42

It's a little known fact that British actor Nigel Hawthorne was, in the mid 1980's, a keen programmer of Amiga public domain games and demos. And why is this so little known? Because it is entirely untrue.



### Sale! Sale! p89

Looks like we were a bit premature in losing the Fantasia offer last month, so here it is again, as requested.

### **Talkback**

p87

The SWOS or Dross letters have been flooding in. But don't expect to find any because we haven't used them yet.

### **Swap Shop** p96

This month's feature ad:
Will swap my Ruff 'n' Tumble for your
Jungle Strike, or will pay £10.
That's right readers, it really is this good.

### Reviews p17

### **Full price**

Akira	.30
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Jungle Strike CD32	.34
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Skeleton Krew CD32	.35
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### **Previews** p44

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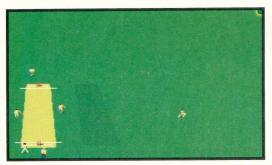


**Turbo Trax** 

P18



TFX P26



ITS Cricket
Grandslam hit the mark with this sporting sim



**Extractors**Millennium follow up Diggers with another quality puzzler



Akira
Turn to the review to see what we think of ICE's latest



Unofficially Elite III, but don't say we said so or we'll get done



**The Speris Legacy** Preview of Team 17's Zelda-esque RPG

### **Features**

David Braben speaks... p14
In an exclusive chat with Frontier Developments, we

In an exclusive chat with Frontier Developments, we find out all about the ideas behind their top-selling games. We also have an exclusive glance at the latest and greatest in the line-up!



### **Game Guides**

Jungle Strike pt 2 p60

We set not-so-new kid Andy the task of playing Jungle Strike to death. Ooh, it's a hard life.



More of our guide to committing the perfect murder

**Shadow Fighter** p64

With nary a steroid or a bulgey eye in sight.

**Lords of the Realm** p70

Complete guide to this heavy duty strategy fest.

On the Ball p68

Helpful hints for this football management fest.

Son of Boggit p76

Adventure tips aplenty with our whiffy wanderer.





### **Budget Games** p40

Back down to two pages this month due to lack of space in the magazine. Fear not though, next month we'll hopefully be able to cram an extra page into the already full to bursting budget section and satisfy your insatiable need for games at any price.



### Coverdisks p6

### TURRO TRAX

We were quite confident that we wouldn't see a better racer than ATR this side of Super Skidmarks, but along come Arcane to blow it out of the playing area. Just goes to show what we know!

### SPERIS LEGACY

Team 17, purveyors of fine quality software, are working on an RPG. It's nowhere near ready but we've got our hands on an exceptionally early version for you to have a wander around. And here it is.



### ARCADE CLASSICS

Following hot on the heels of the phenomenal success of our Shoot'em-up Special we bring you a collection of classic arcade games all coded by the multitalented Kev Gallagher. Featured are arcade perfect versions of Space Invaders, Dodge 'em and Galaxy Wars along with a new character, Harry the Haddock, who is most definitely nothing like James Pond.

### EIHI CAMEL

You'll have to get your wallets out to play this one, but before you start moaning it's all in a good cause. This is us in charitable mode doing our bit for Comic Relief. Turn to the coverdisk pages for full details of how to own the full version of the classic Blues Brothers (on Disk 4 as we speak!)

### It's an absolute coverdisk treat - again!

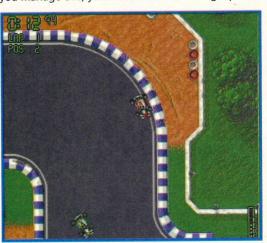
Oh yes indeed readers. Once again Amiga Action causes the jaw of Norris McWhirter to hit the floor as we strive to bring you another bout of record-breaking value for money - and this month you can do your bit for charity too! Yep, on one of our four (THAT'S FOUR!) disks lies Titus's excellent platform game, Blues Brothers, in its entirety. All you have to do to play it is send a small amount of money as instructed, most of which goes to numerous good causes through Comic Relief. Elsewhere, and largely due to your demand, we continue our classic arcade games theme with three top conversions plus a cute little platformer. And when you've finished with those, then deep breath - prepare to be amazed! Turbo Trax is the super-speedy, exclusive demo overhead racer from Arcane which hopes to knock Team 17's ATR off its perch it'll have your eyes bulging with the G-force. And, speaking of Team 17, their Zelda-esque adventure, The Speris Legacy, is yours for the exclusive playing, only on Amiga Action. So there you go - three disks of fun and one disk of frolics, all for the usual price. Wooooooo!!

# Turbo Trax

Arcane (All Amigas)

At the moment, Arcane Software is not a household name in the Amiga games arena, but this is something they fully intend to change during 1995. Solely a development team up until now, they've been responsible for graphics work on a number of console smash hits, and have decided that the time is right to use their not inconsiderable talents to make their own fortune. And on the evidence of Turbo Trax, they most surely will.

This demo is a single car time trial around one of the Indycar circuits in the game. At the outset you are set a time to beat, and every time you manage this, your new record-breaking lap is recorded to disk.



After the game loads, it's a very simple matter of waiting for the starter's flag, and then you're away! Press fire to accelerate, and use the joystick to round the corners in the only sensible way there is.

Make sure you look out for pickups on the track, as without them you won't go very far or at any great

The

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# The Speris Le

**Team 17** (A1200 only)

If anyone can pull off a Zelda clone on the Amiga, it's Team 17, and this is their attempt. As usual, we have brought you this demo before anyone else even knows the game exists, and therefore The Speris Legacy is still very much in development. This disk is designed simply to give you an early taster of what's to come, and each level or world of the final version will contain much more than you see here. They will also be split into various quests, but for the purposes of our demo you are able to simply wander around talking to people, going into buildings and generally getting the feel of things.

So what do you need to know for now? Well, you are Cho, you're in a strange distant land and you need to find out as much as you can about it. You do this by interacting with whatever or whoever you can in whichever way you can (although because this is a demo, you are unable to open any chests you may come across).

Control is via the usual joystick method, and you can walk across almost any part of the landscape, including the water. On coming across something or someone you wish to interact with, stop next to it/them and press the space bar to bring up a list of options such as Talk To, Look At, Give, etc. Select the one you want and press fire. To leave this mode and continue your wander, press F2. Some of the creatures you come across will be less than friendly, but thankfully they can be dispensed with by slashing at them with your sword using the fire button.

Remember, you won't be able to open the chests, and you don't have a guest as such, so just enjoy wandering around this large chunk of the game, and look forward, all adrool, to the finished item.



speed. Money, although lying about in abundance, isn't too important as it is only really of any use in the full game. But be sure to make a beeline for the Turbos which will speed you up, and the Spanners (no, we don't mean Paul Roundell), which will help repair the damage you inflict on your car during the course of each lap.)

All the graphics and sound FX of the complete version are here, as too is the stunning gameplay which will almost certainly make this a massive hit. Enjoy! It.

### Blues Brothers FULL GAME

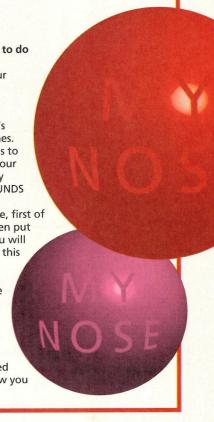
### Titus (All Amigas)

Okay, now here's where you get to do two things:

1: Add an excellent full game to your collection at a bargain price, and 2: Help out others who are more interested in keeping warm at night/putting food in their children's mouths than playing computer games.

Yep, we've teamed up with Titus to bring you this opportunity to give your support to a worthy cause. For every payment collected, OVER FOUR POUNDS goes to Comic Relief.

If you decide you want the game, first of all have a credit card handy, and then put the disk in the drive. Pretty soon you will be presented with a code, and with this you should ring the Gameline on 0274 390552. Tell the friendly person on the other end that you're ringing about the Amiga Action offer, and give them your code. Credit card shenanigans will doubtless follow, at the end of which you will be given a unique code of your own which, when typed in, will "unlock" the game and allow you to play this platform treat.



# BOOK is entitled: concise history of Gilliards Rhine. as text,diagrams,maps and pictures ting to the village.

# Harry the Haddock

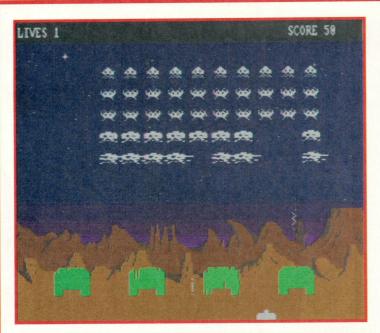
### Kevin Gallagher (All Amigas)

After inserting Disk Two in the drive, select the appropriate number and Harry the Haddock will load. Harry is a fish – a close relative of James Pond we feel – who spends his life on a beach-like world.

Unusually, for a fish, Harry dies if he comes into contact with water, and so it is very important that you keep him out of its wet clutches as you skip from platform to platform. Control is as you

would expect – up to jump etc – and the very simple idea is to avoid seagulls and crabs, collect the food, gem and point bonuses, and generally make your way through the levels. Be warned: You have three lives but the baddies are very unforgiving, and it only takes one hit from them to take one of your lives away. Got that? Good.





## **Space** Invasion 2

**Kevin Gallagher** (All Amigas)

Look... what could you possibly want to know?

## **Galaxy Wars**

### **Kevin Gallagher** (All Amigas)

nother classic Aconversion of old, and one that most of our over 20's readers will no doubt remember. Galaxy Wars, for reasons best known to itself, has you purposefully aiming at the alien spaceships as they fly across the top of the screen unloading their cargo of bullets.



Your ship begins at the bottom of the screen on a trolley of sorts, and before you reach the aliens you must first negotiate your way through a meteor field. You do this by moving left and right in the standard fashion and by tapping the fire button to thrust your way past danger, always remembering to look out for the bullets from above. Once you are within range of the alien ships, use your control and thrust to hit them dead on, hopefully destroying them all and thereby earning your passage through to the next level.

### Dodge 'em

### **Kevin Gallagher** (All Amigas)

Dodge 'em is a ludicrously simple idea and a conversion from an old arcade game, the name of which escapes our memory at present. You control a car around a layered square track, travelling in the opposite direction to a similar vehicle which is hell bent on your destruction.

Four gaps in the track allow both you and the computer controlled car to switch places - necessary if you are to survive - and a simple press of the fire button will speed you up considerably. It all starts very

simply, but once you get past level one you'll find that more enemy cars appear. Dodge 'em and you carry on. Lurch into them like some sort of spoon and it's game over my son!



Kev Gallagher is an ultra-keen programmer who unfortunately spends more time on his hobby than he would like, due to the UB40-like predicament he finds himself in. So, If you are the boss of Ocean, or say, Core Design, or **Gremlin – anyone really, then:** 

a) What the hell are you doing reading this filthy rag? and

b) Couldn't you use an extra pair of hands in the old programming department?

If you reckon so, then this is where you'll find him:

24 Bramhall Street

Cleethorpes

**South Humberside** 

DN35 7QU.

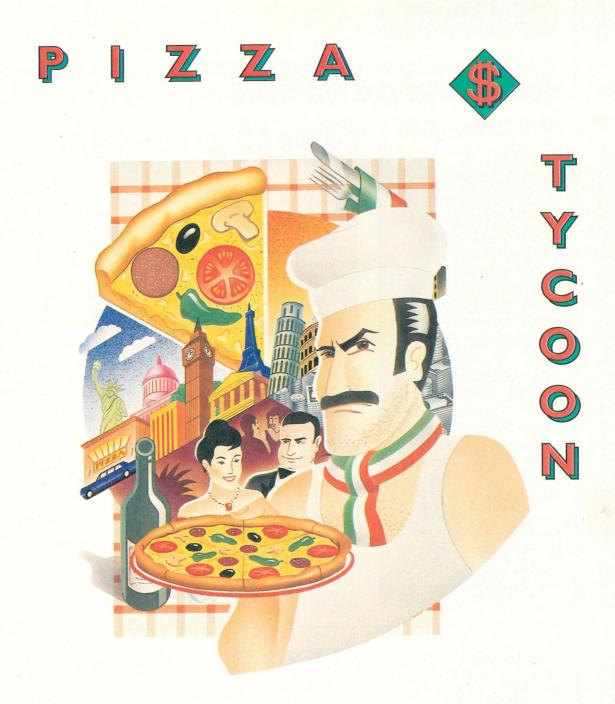
### **Duff** Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special:

### **DISK HELPLINE - 01274 736990**

between the hours of 9 - 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact TIB by post at TIB House, 11 Edwards Street, Bradford, West Yorks.

Thank you. And again, sorry.



### Do you want to know what's cooking?

Do you knead to make some dough?

Then get a piece-of-the-action with Pizza Tycoon.

A business simulation to get your teeth into.

Order up Pizza Tycoon from us.

Because at MicroProse, we deliver.



HUMOROUS BEAT'EM-UP...MOUSE REPLACEMENT.....

Notice anything special about the cover this month? Do you, hmm? Do you? Hmm? Hmm? That's right, there isn't one! And why? Because it's an absolute game bonanza once again, with two of the finest demos you're ever likely to come across, plus some excellent and exclusively programmed arcade games, PLUS the chance to have a full game for next to nothing! Eight nicker, to be precise. But it's all for charity! Well, some of it is.

And say for example that you're the world's most miserable person and this doesn't sufficiently impress your Amiga cravings, then the exclusive Turbo Trax review, exclusive Speris Legacy preview and all manner of other delights should just about damn well set you right. Ahem, party on...

PAUL

# First word Brutal Beat'em

rutal – Paws of Fury is a beat'em-up with a difference. We know you've heard it all before, but this time there does seem to be some substance to the claim. For a start, it has a distinctly cartoony feel, and according to Gametek, it has a humorous element unrivalled by any other beat'em-up. This hilarious side to Brutal is derived from the game characters being seen to take themselves very seriously indeed, and behaving in extremely self-important ways despite the fact that they are just cartoon animals. Well it sounds hilarious to us anyway.

Brutal also has a moral message, albeit a subtle one, and it's hoped that this should help appease the 'anti-violence lobby' who Gametek feel are currently knocking the video games industry at every available opportunity. They hope that players will benefit more from identifying with 'Kung Fu Bunny' and his quiet wisdom than from the bloodthirsty characters in current beat'em-ups which are a concern to many parents.

Brutal will have real depth of gameplay (according to the publishers), enhanced by the ability to qualify for fighting belts of higher rank as the player progresses through the game. Enhanced fighting abilities will give the player a greater array of combat moves and special abilities.

The game is based around a contest staged every four years by the Dali Lama who travels the world searching for the greatest warriors. He judges them not only on their martial arts prowess, but also on how much of the warrior spirit they truly possess. They are all invited to his peaceful island where they compete against each other to decide who is worthy to wear the coveted 'Belt of Heaven'.

The game features a host of innovative features including instant replay and a tournament system, and as it should see the light of day sometime in April, beat'em-up fans should begin licking their lips with anticipation right away.



### The Light Fantastic

f you fancy blowing some money on a 'hi-tech' gadget then the Trans-Cam Corporation have a couple of items that might just tickle your fancy. First up is a light pen for the Amiga. In case you've never experienced such a device before, what it basically does is replace your mouse with a pen type implement. Instead of moving a mouse around a mat you point your pen at the screen and move it around to control the cursor.

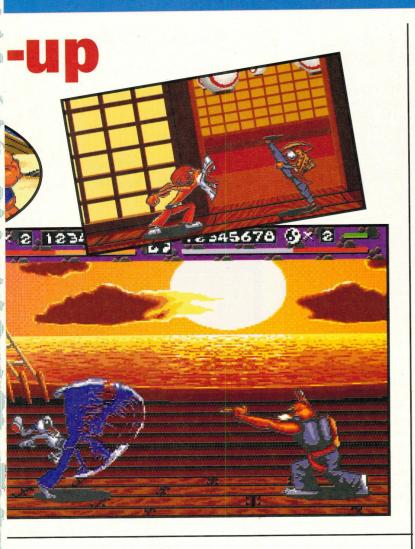
This is all well and good if you want a bicep like a Gladiator from constantly raising your arm, but here in the office we'll be sticking to a trusty old mouse, certainly for playing games anyway. Graphic artists might gain some advantages from it though.

The best thing about the light pen is the price. Less than £40 is all you'll have to pay to revolutionise your computing, and if you want any more information or exact details of price and where to acquire one of these hi-tech items, give Trans-Cam a call on 01903 884662.

Also from Trans-Cam and retailing at the same price is something that may interest the gamesplayer a lot more. Phazer! is a high quality light gun that comes with three of its own specifically designed games, Orbital, Destroyer and Skeet Shoot. You can test your new purchase on these programs with the option of buying further specifically written software at a later date.

We're unclear about compatibility with commercial games, but it's unlikely that anyone would release a light gun that only worked with their own software. Once again, if you want any more information, give Trans-Cam a call on the above number.

### PREFERS PEPSI...GREAT CHEATS BOOK



### **Little Black Book**

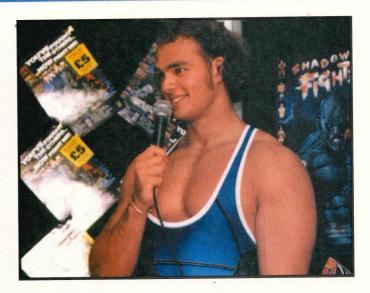
We must get literally hundreds of phone calls a month from readers desperate for help with some game or other. In fact we get so many that it has become practically impossible for us to help you out and produce this wonderful magazine each month.

But thankfully, help is at hand.

A handy book has just been published which will hopefully help out readers who have come to something of a dead halt in their favourite games, and as far as we're concerned, it is actually quite good.

Corish's Amiga Games Guide features hundreds of solutions, tips and cheats for some of the most popular games ever. This book will be a Godsend for just about everyone who has ever got stuck in a game.

The only criticism we can come up with (it took us quite a while), is that it's perhaps a little overpriced at £13.95. Still, you can't have everything. Anyway, the Amiga Games Guide should be available now at all good bookshops and computer game emporia.



**Shadow Fighter** on Tour

heffield's magnificent out-of-town-shopping mall-type-thang Meadowhall Centre was packed to the rafters one Saturday in February when Yorkshire's very own Gremlin Interactive staged a major marketing event to herald the launch of their epic new beat'em-up, Shadow Fighter.

Roping in the ludicrously muscled Hunter from ITV's Gladiators to attract the kids, the top dogs at Gremlin were

Hunter signs his name for one of the

excited children at the event

overcome with excitement following the publicity bonanza. 'The success of this event has surpassed all our expectations,"

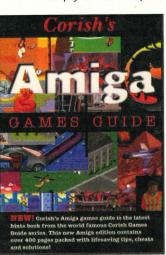
said an obviously delighted Steve McKevitt, Gremlin's PR Manager, who had managed to drag himself away from an important Wigan Athletic fixture to attend the event.

"It's a credit to the popularity of the Gladiators and the quality of Shadow Fighter. It also shows that there's still a great deal of interest in the Amiga platform - certainly a lot more than some people seem to think. We've proved that Amiga sales can still justify investment in major titles."

Mark Mattocks, Marketing Manager, confirmed that this was good news for the Amiga, "It's fantastic when a promotion goes as well as this one has. This is the kind of event that you'd normally associate with a console product, but we felt that maybe people have been a little quick to dismiss the Amiga.

"Initially we were looking at this as just a one-off, but in light of today's success we are seriously considering taking it nationwide. You can look at it as confirmation of Gremlin's continued support for an incredibly popular platform."

So, make sure you keep your eyes peeled. Next time you're casually strolling through your local shopping centre trying to look all hard and taking sneaky puffs from fags which you nicked from your mum's handbag, you might come across a similar event.



### STREETFIGHTER MOVIE...CONAN...COMMODORE

### Streetfighter the movie



welve Allied Nations troops were killed today and 63 relief workers were captured and are being held hostage by renegade warlord General M. Bison, as fighting intensified in this nation's seven-month-long civil war. Three other Allied Nations officers are reported missing. In the wake of the fighting, Bison issued word that the kidnapped relief workers, whose location is presently unknown, will be killed in 72 hours unless he receives 20 billion dollars. Colonel William F. Guile has taken command of the Allied forces. At the time of writing, Guile's troops have secured the Southeast Asian port city following the latest attacks...

Yes, if you're a Streetfighter fan then this is the film that will fulfill your wildest dreams. Jean Claude Van Damme flash-kicks his way to victory as Colonel Guile, Raul Julia romps around in a skin-tight leather jumpsuit acting out the devilish demands of General Bison, and Kylie Minogue kicks ass in a pair of Cammy's spandex slacks. What more could you ask for? Well, a plausible storyline might help things, but hey, this is Hollywood!

It's an action packed, special effect-laden fistfest of the highest order and should wet the pants of any self respecting Streetfighter addict. A perfect tongue-in-cheek family movie that will no doubt appeal to the games playing hordes as well as anyone with a passion for action movies. Streetfighter - The Movie is released in the UK on May 19, and is distributed by Columbia Tristar.

### Conan news

If you've flicked through the magazine already, you'll probably have noticed this month's lead review - Turbo Trax by Arcane Software. Now these guys aren't putting all their eggs in a solitary basket. In fact they've got a couple of equally impressive efforts on the cards, but for now we'll concentrate on Hyboria -Conan the Conqueror. This is a

pretty big licence, and the storyline follows on from its predecessor, Conan the Destroyer.

An awful lot of hard work has been put into getting the graphics just right, in order to provide the atmosphere that this type of game requires.

As you can see it utilises a sort of isometric view with you controlling big, bad Conan as he rampages his way around killing hordes of evil things, probably.

It's being coded by Monoceros Design of Finland, and was only been signed up by Arcane a couple of weeks ago. Work started back in November and hopefully it'll all be completed in time for a release in May.



We'll have a lot more on the game for you next month, when we hope to bring you a full preview. One thing we're sure of, with Arcane being the sticklers for quality that they are, is that Conan the Conqueror will live up to all our expectations.

Something else to look out for is an exclusive Conan comic strip drawn for us by one of Arcane's artists, which will hopefully be starting next issue.

### **Nothing Doing**

**Amiga Action can** exclusively reveal that nothing whatsoever is happening in the **Commodore buyout** situation. Still.

### **Player Manager 2**



Six years ago, Anco had a massive hit with Player Manager, which was a pseudo follow-up to Kick Off. For those of you who aren't old enough to remember, it was the first game to ever really allow you to both play and manage a team.

Something else that had never really been attempted before was the innovative feature that allowed you to control just one of your players, get into position and let the computer play as the rest of the side.

Now Player Manager 2 is just around the corner and will feature stuff like coaching, transfers and, well, basically everything else you would expect if you ever played the first one.

Once again the option is there to play as the whole side or just one team member, and you play the full games - we assume with the Kick Off 3 engine.

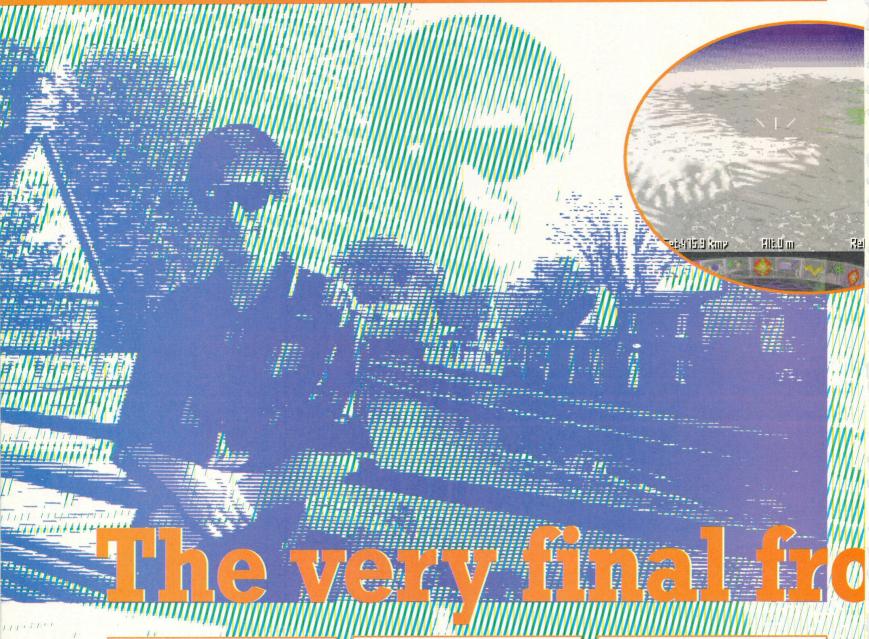
Steve Screech (the man behind Kick Off 3), is responsible for this, and it will be interesting to see how it all turns out. Watch out for the game in your shops by mid-April, and all being well there'll be a review pretty soon.





VISA

Can it really be over a year since we last spoke to David Braben about his forthcoming masterpiece, Frontier? Well, yes it can. So, we thought it was high time we sent STEVE MCNALLY along to satisfy your (and our) curiosity about what is, unofficially, Elite III



avid Braben virtually went it alone in producing Frontier. He took what was nothing more than an idea and singlehandedly developed, designed and coded what turned out to be one of the best computer games of all time.

Admittedly it took him nearly 10 years to complete, but nevertheless he did it on his own, and in anyone's book that's something to be proud of. First Encounters is a somewhat different story. Being one of the most experienced and respected programmers in the business, David seems to have decided that he can begin to leave the donkey work to others and concentrate more on the development side of things.

I asked him just how many people had been involved in the project.

"I set up the company 'Frontier Developments Limited' at the beginning of February 1994, with three people working on the development of First Encounters. Since then we have grown to a total of nine programmers, developers and writers."

Does this mean that you now just walk around the office telling others what to do?

"Hardly! I seem to be working a seven day week! It's just the same as it was when I was on my own, but now I have to sort out eight people's problems as well – life is even more complicated. Once First Encounters is complete, I hope that I will be able to spend more time on producing game ideas and less time staring at lines of code on the screen."

There's dedication for you. Having written two of the most successful (not to

mention money-spinning), games in history, the last of which took an inordinately long time to complete, no-one would have blamed David if he'd decided to take a well earned rest. But no, within weeks he's back at it again, programming away.

When did the idea for this new game come about?

"Many of the ideas for First Encounters came about during the development of Frontier. Having the ideas is not the problem, it's finding the space and time to make them happen that is more difficult. First Encounters is a huge step forward in terms of graphics and gameplay."

Okay, obvious question time. What are the differences between Frontier – Elite 2 and Frontier – First Encounters?











Left: David Braben, the man responsible for giving hours of pleasure to millions of people. Above left: One of the major features of First Encounters is the inclusion of detailed planet surfaces, each with its own unique map of streets and buildings!

Above: Your ship orbits one of the re-rendered

Top: The map is as packed as ever as the game features literally millions of different planets all packed on to two (or possibly three) disks. Top right Looking down on your spaceship is a highly impressive sight. Hopefully the Amiga version will look almost as dood.

"There are significant changes in First Encounters in terms of both the look and the gameplay, although the core of the game remains the same, ie the player has access to a virtually infinite galaxy and they have full freedom to do as they wish at every step. We have tried to avoid creating the kind of game where the player's options are limited.

"The first and most obvious changes in First Encounters are the graphics – everything is texture mapped to make it more realistic. The planets are now fully mapped out so that there are bays, inlets, mountains, cliffs, polar ice-caps and deserts that the player can explore, and each world is different. The ships, the cities and the orbiting space stations have all been re-rendered to make them more spectacular.

"In terms of gameplay, the politics of the First Encounters game world are more intricate than Frontier, and the player is given a greater opportunity to participate in the events going on in the galaxy.

"There are five on-line journals available at the space ports, and provided the player subscribes to these, they will be able to read updates on all the most important galactic events. As the various mission sequences unfold, they may (if they choose to participate), also be able to read of their own involvement, either as hero or as intergalactic outlaw.

"Galactic politics have also progressed in First Encounters, partly because simple polarised systems almost always break down, and partly because the general terra-forming projects continued making more inhabitable worlds far away from the old political centres of power. Besides, there's always someone who wants to rule in their own way.

"So, now we have three main powers – the Federation and the Empire are still going strong, but they now have a new power, the Alliance of Independent States, to contend with. This power has a genuine democracy and is more likely to foster exploration and fund visits to alien systems.

"Technological improvements have continued at the same rate as political advance, and there are all kinds of new ships, weapons and labour saving devices. You will be given a new ship which is quite different inside to the old Eagle Long Range Fighter – it has an ergonomic console and a carefully hand-crafted interior.

"The ship controls are arranged differently to make life safer (or more dangerous, depending on how you use it). There are also

a number of ships and items of equipment that are only available as a result of taking on (and, in one case, successfully completing), a complex sequence of missions."

I'd heard a whisper that Danny Flynn, acclaimed artist in the science fiction, fantasy and horror arenas (and friend of Amiga Action), has been commissioned to do some work within the game. So, I decided to ask David how he'd come to work with him, and in what ways he was participating.

"Danny has been designing ship interiors for us. We very much wanted to get away from the 'designed on a computer' look for the graphics that seems to label so many games these days.

"Danny has been here several times to look at the game and has designed a set of spectacular ship interiors (including an alien one), to go with the various classes of ship. The players now have the feel of sitting at a desk inside the ship, looking at a head-up display projected on space in front of them."

Is that it then? Can we expect another follow-up or have you finally run out of ideas for the project?

"I doubt if we'll ever run out of ideas. Whether they happen or not is entirely another question, and we'll have to wait and see how First Encounters goes."

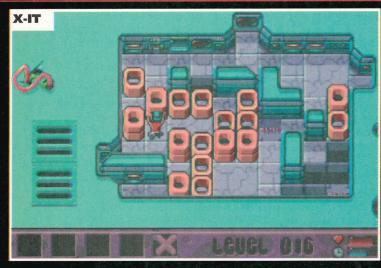
If the success of this is all that's holding back production of yet another game in the Elite line, then there can be little doubt that we won't have long to wait before another chat with Mr. Braben is called for.

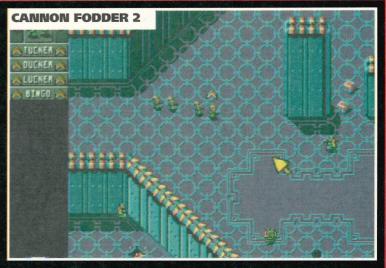
In the meantime we'll just have to satisfy ourselves with First Encounters and hope that it lives up to the expectations of a nation – although I don't really think we've got a great deal to worry about on that score.

# Charts Full Price



NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	15	SENSIBLE WORLD OF SOCCER	RENEGADE	£29.99	SPORTS SIM
2		MORTAL KOMBAT 2	ACCLAIM	£29.99	BEAT'EM-UP
3		CANNON FODDER 2	VIRGIN	£29.99	ARCADE STRATEGY
4		ALADDIN	VIRGIN	£29.99	PLATFORM
5	5	BEAU JOLLY COMPILATION	VIRGIN	£34.99	ER, COMPILATION
6	6	FOOTBALL GLORY	BLACK LEGEND	£25.99	SPORTS SIM
7		PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
8		ALIEN BREED: TOWER ASSAULT	TEAM 17	£26.99	SHOOT'EM UP
9	9	SKIDMARKS	ACID	£25.99	RACING
10		SHADOW FIGHTER	GREMLIN	£35.99	BEAT'EM UP





1.1	0	DAWN PATROL	EMPIRE	£34.99	FLIGHT SIM
12	13	RUFF 'N' TUMBLE	RENEGADE	£29.99	PLATFORM
13	*	ON THE BALL: LEAGUE EDITION	ASCON	£29.99	SPORTS SIM
14	17	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE STRATEGY
15	12	KICK OFF 3: EUROPEAN CHALLENGE	ANCO	£29.99	SPORTS SIM
16	16	CHAMPIONSHIP MANAGER	DOMARK	£29.99	SPORTS SIM
17	*	FIELDS OF GLORY	MICROPROSE	£39.99	STRATEGY
18	15	SOCCER KID	KRISALIS	£24.99	PLATFORM
19	14	ON THE BALL: WORLD CUP EDITION	ASCON	£29.99	SPORTS SIM
20	0	X-IT	PSYGNOSIS	£29.99	PUZZLE

# Actionreviews

Who says the Amiga's dead? Not with a top quality line-up like this it isn't. And we are unanimous in that



Every game in Amiga Action is given the mark we feel it deserves. Computer games are

entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon



in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for

is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it



doesn't we'll save ourselves the trouble and not bother. Make sense?

oother. Make sense y, this is hard to read....



### Turbo Trax

III FERIDA

No sooner is ATR on the shelves than this comes along and tramples on it



### **Extractors**

p27

AF - O PERCENT

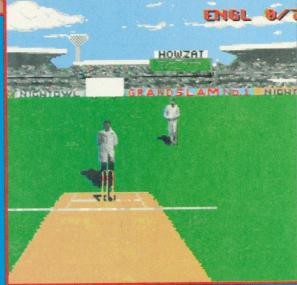
Diggers shmiggers! Who needs an old game when Millennium have come up trumps again with a superb chart topping sequel!

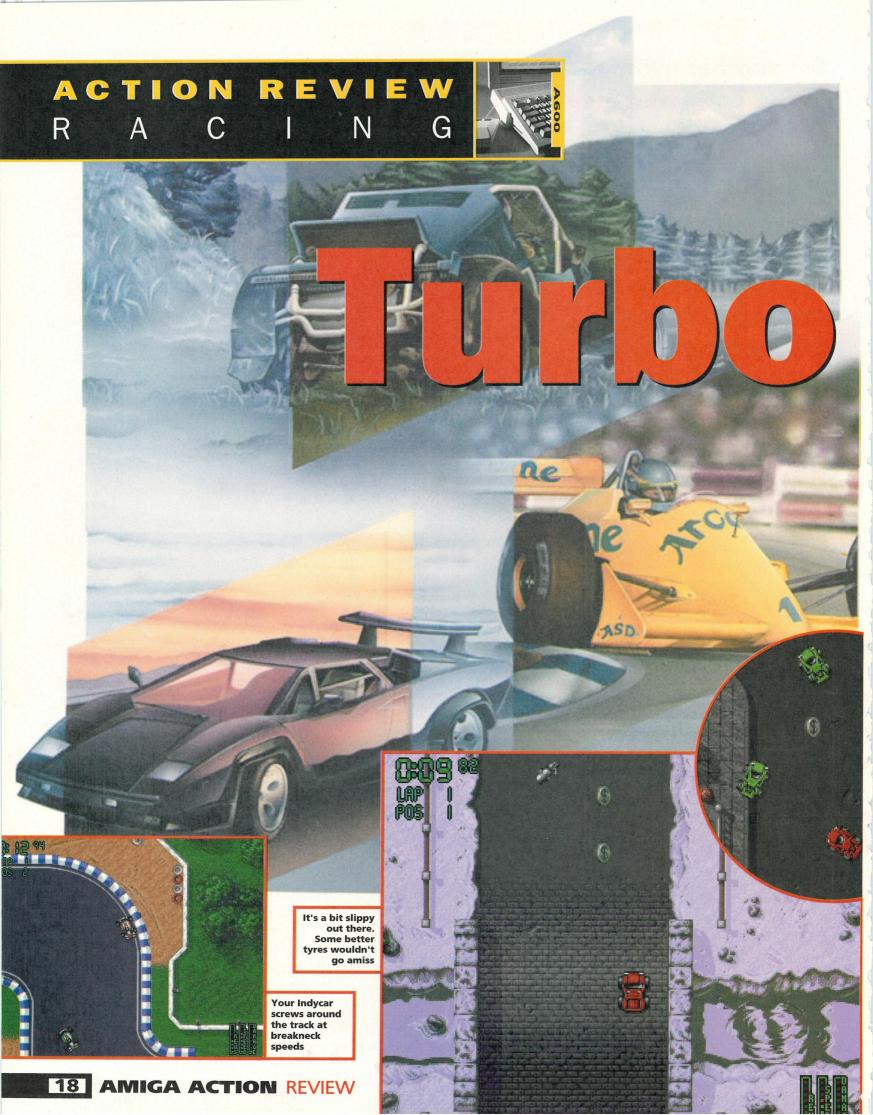
### ITS Cricket p23

It certainly is, but is it any good? Grandslam certainly think so, but what do we reckon?

### And the rest...

PM3 Multi-Editor p30 Akira p28 Dragonstone CD32 p33 Shadow Fighter A1200 p32





Yet another overhead racer hits the streets, this time courtesy of Arcane. PAUL McNALLY is the lucky soul who finds himself strapped into the hot seat

Collecting the spanners on the track will improve your current damage stats. Get too badly damaged and you're in trouble



rcane Software isn't a name that rolls off the tongue just yet even though the chances are you've seen some of their work already. You see, prior to the Turbo Trax project, these guys have been responsible for the graphics and intros of several major games. The graphics on Dragon (a console beat'em-up) were down to Arcane, as were the graphics on Birds of Prey and numerous other titles. Remember Desert Strike? Arcane created a stunning intro for that, but unfortunately nobody ever saw it because it was too large to fit on the disks. As far as Amiga work goes, they've been there and done it all. All that is except for coding an actual game.

Always eager to right a wrong, Arcane Software have been busy beavering away for the past few months in a bid to break their coding duck. Turbo Trax is the fruit of their hard labour and they've gone all out to beat the best of the overhead racing bunch.

To my mind, ATR from Team 17 (reviewed two months ago), has been the best example of this type of thing, but Turbo Trax is all set to knock it off its perch in both the graphics and playability departments.

During it's development time, the project has undergone several major changes. Perhaps the most significant of these has been the way the car moves about the screen - an

This is your baby. The artists at Arcane have spent hours on some screens





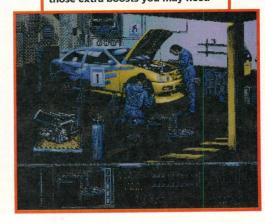
alteration that has only been made within the past couple of weeks. Without getting too bland and technical, suffice to say that you never lose track of your car and you can always see far enough ahead to be able to plan your next move, even if you have to do it all very quickly.

### DJ Traxx

Another key change has been to the traction of the car, which Arcane seem to have balanced out quite realistically. Corners can be skidded round and the noise that this produces is suitably loud and annoying. You really feel as though you can slam into the bend, and with a touch on the brakes pull out without spinning to your doom.

A racing game is only as good as the tracks you must hurtle round, and Turbo Trax provides 25 of these. They are ever increasing in difficulty

The shop is a good place to get those extra boosts you may need





and cover five different scenarios including Indycar, Forest, Snowscene, Desert and finally the awesomely tricky City. You'd better be good by the time you get this far or you really are going to crash and burn big time because the roads are quite narrow and there are a large number of objects to avoid.

Each scenario consists of five tracks, but before you can expect to get very far you'll have to pay a visit to the shop. There's nothing tremendously

new here, but it is presented in a much better way than in most other similar offerings. Turbos, brakes, engines and tyres can all be purchased and upgraded providing you have got the cash, but the only real way to get this money is to win races in the first place! Tricky predicament eh?

A quick glance around these four pages should leave you in no doubt about the quality of the graphics that TT has to offer. A lot of attention has been put into the sprites (as well as the maps and scenery), to make Turbo Trax look as realistic as possible, regardless of what type of Amiga you're

using. Obviously if you have a 1200, things will be a little better (see Differences box), but this takes nothing away from the basic version.

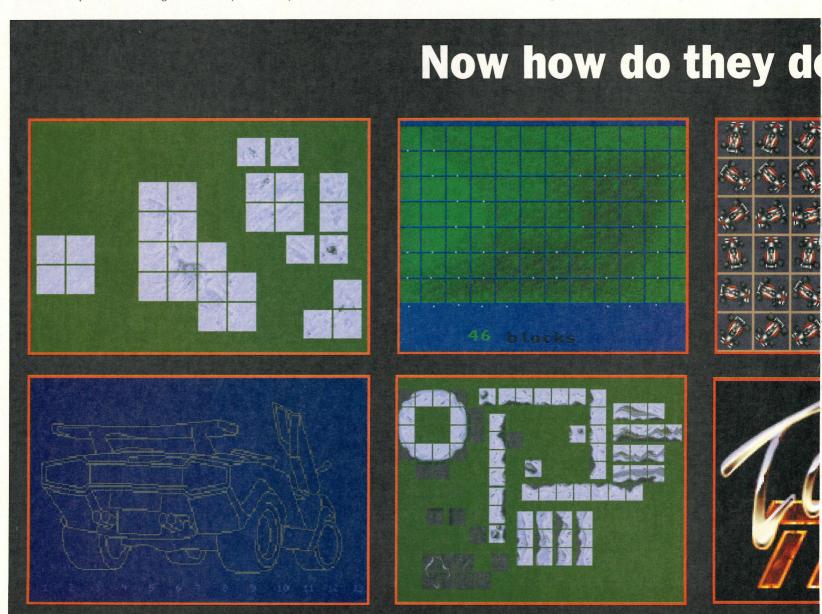
While on the subject of graphics, one other point to mention is that one of the screens you will come across later on in the game calls for a drawing of a scantily clad young lady to appear next to a car. Nothing new there you might be thinking, but there's a story behind this that you may be interested in.



And they're off. The next few laps will separate the men from the boys

A model was needed so that the artists could make the drawing as realistic as possible, but no buxom beauty was forthcoming in

offering her talents (that's not too surprising as anybody who has met the team at Arcane will testify). So, one of the artists went to his extensive er, 'adult' video collection, and after several vision impairing hours/days spent researching this important project, he managed to find an image of an 'actress' that he would be able to use as the subject for the woman in the game.



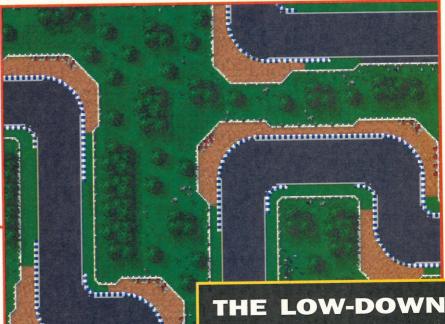


The city scenes are by far the toughest, with extremely tight corners and roundabouts to avoid at all costs

Far be it from me to suggest that people who make computer games don't get out enough and that none of them are sure what a real woman looks like. Oh no, not me! Ahem, anyway, the pretty graphics aren't

Turbo Trax's only selling point. Good music and special sound effects all add to the recipe, but the main scoring points are the playability and the ease with which you can get into it - all you need is a joystick and a bit of gaming talent. Anyway, give it a try on the coverdisk. A

Here's a bit of the Indycar circuit cunningly linked together for your convenience



**PUBLISHER** Arcane CONTACT 081 656 7459
HD INSTALLABLE Yes **PRICE** £29.99

GRAPHICS	87%
SOUND	88%
PLAYABILITY	92%
DIFFICULTY	Variable

never really liked overhead racers until both Roadkill and ATR came along. Then, after experiencing both these games, I was really looking forward to Turbo Trax. Thankfully it's turned out really good, which makes my job a lot easier. You can always see the road so you know which way to go, but this doesn't mean that winning a race is simple. The graphics and sound are excellent and Arcane are to be commended for constantly improving the game despite all the hassles that delaying its release must have caused. Turbo Trax comes highly recommended.

**REVIEWED BY CHICKEN** 

### SECOND **OPINION**

r... this is great. It's like... ah, that other one that was out in the shops before, only better. Um... I like the bit where you go round the track really quick and, er, you're in the car." "You haven't seen it Paul, have you?" "Er... no."

**OPINION BY PAUL** 

### DIFFERENCES

he A1200 version has been completely redone, and the graphics look much nicer thanks to use of the full colour palette. Bitmaps in between sections are also in AGA and it looks much better as a result.

SCORE OVERALL

### o that?





Like most games these days Turbo Trax has had its fair share of problems during its development. Initially it was planned to be ready in time for Christmas, but that didn't happen. Fortunately, this has turned out to be a good thing, as there has been quite a bit of overhauling in the last few months of production.

Steve Isles, the top bloke at Arcane, has spent ages

with his lads coming up with the map designs for each of the 25 levels. The idea was to make them last about 20 seconds per lap, forcing you to really concentrate instead of just mindlessly screaming around a small circuit. This was one of the trickiest tasks of all, because getting everything just right is the difference between an excellent game and a good one.

As you can see from these development screenshots, all of the levels have been built up from individual blocks, which as you can imagine, looks like being a bit of a pain to say the least.

Musically a lot of effort has been put into making the six pieces of music sound exactly right for the stages that they represent. Tweaks were being made right up until the last minute so that absolutely everybody was happy.

As far as the other sound effects go, a lot of clever programming techniques have been utilised to allow effects like the speech to be loaded into memory, used and then dumped quickly. This allows the game to run as quickly as it possibly can, whilst using the machine's maximum capabilities at the same time.

When I first saw the game six months ago it was using a completely different playing system to the one in operation now, but almost constant playtesting by Arcane has allowed this to to be perfected

With the inevitable success of Turbo Trax ahead of them, Arcane are looking for new products to sign up and develop. If you have any ideas or a game of your own, why don't you give Steve Isles a call on 081 656 7459.

Now here's a list of all the people who count in case you were wondering!

Design: Steve Isles, Mark Wortham, Kevin Williams
Graphics: Mark Wortham, Mark Healey
Programmers: Peter Ivey, Francis Lilley
Music: Adam Pracy Music: Adam Pracy Sound FX: Anthony Putson and many others too numerous to mention.





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### ARCADE GAMES

[] Overlander

This is the nineties version of that areade classic Moon Buggy which is still very frustrating.

[] Megaball AGA

| | Motorola Invaders 2 (2 DISKS - Amiga 1200 only). This is a simple invaders game with a huge rock anthem to lis-ten to while you play.

[] Mutant Games 1

[] Nanofly

[] Olempiad

[] Equipose

[ ] Euro One Not Amiga 500) The fastest, hardest, flashiest hypnotic rave disks ever. Do not watch this if you suffer from fits!!

[] Friday At Eight

This compilation disk features TEN classic old games for you which should bring back a few memories for those over 21's.

game with a little fly thing. It sounds silly but it's addictive

[] Outpost Solo Assault

nice effects and a relaxing tune make this demo a bit of a change from the run of the null.

[ ] Automobiles A pretty good multi player car racer that is actually trying to b like the excellent Skidmarks.

[] Bandit Mania

Doctor Strange

[ ] Extreme Violence

[] Firefly A cracking shoot-em-up which is pure blasting fun, and is ver well produced [] High Octane

[] Kung Fu Charlies This is a really cute and fun pla form game with a bit of hitting and kicking. Good for kids.

[ ] Last Refuge new slant on the old invader and Galaxians style which proves a tad too fast on a 1200

[] Martial Spirit

is hugely successful "State of Art" which takes the whole g even further. Get it now!

| Big Time Sensuality

[ ] Divine Inspiration

| Earths Sorrows

9 Fingers

[] Megablock 2

[] Road To Hell [] Mental Image 2 A brilliant 1/2 player over-hear road racer with plenty of extra and fast action thrills & spills A collection of three very go games which include a fruit machine, a platformer, and a mind bending puzzler.

[] Roketz (Amiga 1200 only). This reali is an excellent 1/2 player space combat shareware game with

[] Strike-N-Spares A computerised ten pin bowling game for upto 8 players. It looks good and plays very well.

(Amiga 1200 only) A thorough-ly excellent breakout style game with tons of levels and plenty of neat pick-ups to be had. [] Seven Tiles A cross between football and Speedball which results in a good two player came

> [] T.M.A. A snazzy arcade space adventi-game with plenty of problems solve and tight squeezes to get through. Very nice stuff.

[] War [ ] Wibble World Giddy

A nice cutsie arcade adventu game in the same vein as the classic Dizzy games. Simple [] Wipeout

MUSIC AND DEMO DISKS

[] Full Moon

[] Real

[] Black Dawn 2

The shareware follow up to the original which some how mana to push the game even further. [ ] Colonial Conquest 2

Probably the best Sim/strategy type game on the PD scene to date. It's a huge planet developing and exploring and fighting master-piece of a game, and that's final.

[] Knights

ADVENTURE AND THINKING GAMES [ ] Little Wizards

This brain strainer sees you as master wizard trying to get you little wizards from A to B. This involves some fast thinking and moving about to succeed.

[] Quantum This is a tough sprawling maze action, puzzle sort of game that requires some good hand to eye co-ordination in order to success

> [ ] Raise The Titanic (Not Amiga 500) This brilliantly atmospheric 3D adventure game sees you 20,000 leagues under it sea trying your hand at salvage.

[] Sensitive

[] Slamball

[] Starbase 13 (2 DISKS) The now classic point and click graphic adventure game which sees you trying to find out what happened to the occupants of the unlucky Starbase 13. [] Task Force

[ ] Total War

[] Watermine 1

[] Assassins 183

[] Assassins 184

[] Assassins 190

[] Assassins 196

[] Assassins 200

[] Assassins 206

[] Assassins 216

Includes the unlikely game "Pub Darts", and a swanky multi play Battleships game with knobs on

Includes a weird Tetris clone a Bart Simpson game and a con-sion of the classic "Mined Out

on of "Deffender", and the un-issable "Black Dawn 94 Specia

nctudes a fun 3 player shoot and ollect tank game, and a jigsaw uzzler for good measure.

Includes the un-missable 2 plays shooter "Gravity Force 2", and a great 4 player bi-plane dog fight game which is great fun to play

(Not Amiga 1200) As Boulderdash games go this one is pretty challenging to say the least.

### SPECTRUM STUFF

[] Spectrum Emulator

[] 3D Games Series

[] Ant Wars

[] Black Dawn

This great disk features three ve good 3D games created with the 3D Construction Kit. Two of the games are quite deep adventures

This is Lemmings with ants, oh and a couple of vehicles, and some heavy weapons, and it's a 2 player blow each other to bits thing too! Play it now!

As far as RPG adventures go this is one of the greatest and most popular to ever appear, and with good reason, it's brilliant!

[] Speccy Classics 1 ncludes "Splat", "Scrabble", Hungry Horace", "Ground attack", "Project Future", "Road

[] Speccy Classics 2 Includes "JetPac", "Planetiods "Astro Blaster", "Jumping Jac "Scuba Dive", "Manic Minor" "Traxx" and yet more.

demo with some smart graphic and the ever melodic music.

**Technological Death** 

[] Techno Mania 2

[] State Of The Art

[] Speccy Classics 3 Includes "Space Raiders",
"Android", "Stonkers",
"Chequered Flag", "Chukie Egg
and more thrice over

[] Speccy Classics 4

[ ] Play Spectrum Includes "Batman", "Quazatron "Thrust", "Beach Head", "Driller", "Panzadrome", "Dark Star" and oodles more.

[ ] The Ultimate Games This is a must for anyone ever had a dear old Specsee this disk contains the entire collected works of the fondly remembered Ultimate Play The Game who were a revelation in their de-

[] Techno React 2

[] Techno Tracks 2

[ ] Techno Trance

A fantastic demo which features one of the most banging musica scores to ever grace your humbl little Amiga. Just stick it through your HI-FI and see?

### ASSASSINS COMPILATIONS

[] Assassins 3

includes an old version of the excellent "Megaball", and a bar up-to date version of the classic old "Painter" game.

[] Assassins 6 Includes a skiing game, a great Pacman clone, the excellent "Welltrix" and a potty old Jeff Minter game conversion

[] Assassins 15 Includes the excellent 1/2 playe 3D race and chase game "Battle Cars" which is great fun to play with a friend.

[] Assassins 18 one of which looks remarkably like "Jet Set Willy" which should

[ ] Assassins 22 Includes the very addictive p form puzzler "Wizzys Quest' which really is a classic gam

[] Assassins 25 Possibly the best one yet. Includes four PD classics. Namely "E-Type", "Hemri "Copper", and "Mr Wobbly Miss these and you'll regree

[] Assassins 36 ncludes "Dithells Wonderla 'Sub Attack" and a beautifu nuthentic "Donkey Kong" g

Assassins 49

[] Assassins 51

and playable Street Fighter 2 rip off "Fighting Warriors".

[] Assassins 65 Includes two word search games a good chess game and the brill board game "Paranoids"

[ ] Assassins 68 Includes a good version of that old favourite "Jumping Jack", which oozes simple playability

[] Assassins 70 Includes one of the best Tetris clones ever "Tetris Pro" which really is highly polished.

[] Assassins 95

[] Assassins 114 Includes the nostalgic shoot-em-up "Insectoids 2", and one of the few cricket games to be found

[ ] Assassins 123

Assassins 128 namely "Space Invasion", "Deluxe Pacman", and "Solar

[] Assassins 153

| Assassins 178 classic Speccy game "Cookie" which should appeal to any old

WHAT DO YOU GET FROM EASY PD

[] Assassins 217 Includes a great overhead mutli player car driving game which involves a lot of crashing?

[] Assassins 219 fight game that has you piloting helicopters!! Brill fun.

### (Amiga 1200 only) This is a classic 1200 demo which features great music, graphics and design. A real treat to behold and hear [] Smells Like Chanel 5

**ART AND ANIMATIONS** [ ] 3D Picture Show

Batman Slideshow

An amusing little animation featuring Daffy Duck who just never seems to have any luck ] Lemming Animation

A cute little animation featuring everyone's favourites that's just a lit-tle bit sad really NLP Rendershow (Amiga 1200 only - 2 DISKS) Two disks full of superb HAM8 rendered pictures which are a treat to behold

] Revelations A ocautiful collection of fantasy ar-work that will just make you drool over your keyboard. [] Savings

[] Scan Is Lame

[] The Magic Factory 1

[ ] The Magic Factory 2

[ ] Welcome to the Machine ollection of three single screen petual motion animations of vari-contraptions. There's tons to look for in each of them

[] Workbench 3 Screens Some very high quality background pictures for all you lucky workbench 3 users. It even has a Windows style background - cheeky. The Easy PD Catalogue Disk

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of course it takes into consideration the lower prices each disk with the more you order. As well as our PD database, you will have access to some useful text files if you happen to be a new Amiga user. To top this all off, the whole thing loads in one go!! No waiting around for each new section to load up. It's all there in your computers memory, all the time, which makes it instant. But the best thing of all is that this whole thing is absolutely free with your first order! Nice o

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[] Animation Studio

[] Artistix This is quite simply the best shareware kids art program you can get. It's sim-ple to use, is absolutely feature packed with really useful things for kids to create their own master pieces.

[] Calorie Counter Diary

[ ] Cheats!

This disks contains a mega amoun cheats, passwords and solutions to hundreds of the top games around ] Code Mungus

(Not Amiga 500) Tests your know edge of the highway code which should prove very useful if you a about to take your driving test. [ ] Dynamic Skies

s is the Amigas premier night s wer which is laden with feature information which should be a n to all astronomers. Gas Trick

Ever wanted to know how much your gas bill will be before you get it? Well now you can with this little gem

[ ] Inscript

[] Lyapunov

is fractal generator produces what ust be some of the most beautiful ctures to date. It even comes with a deshow of examples to demonstrat

[] Pools Tools 2 Give yourself the advantage when doing the pools, and possibly incu your chances of winning (a fiver)

[ ] Pro Gamble

[] Stitchery

you're a bit of a cross stitcher a ell as a computer user, then why t your computer create some pair or you from ordinary drawings o [] Tee To Green Any golfing fans out there will cer-tainly want this brilliant program which will help you to keep all sorts of golfing information easily.

X Beat Pro An excellent music sequencer whi is very suited to both professionals and novices alike. Comes with eve thing you need to get started.

### SOME HANDY DISKS

[] A1200 Hacks

[] Amiga DOS Tutorial Not Amiga 500) This is a recellent disk for all you wench 2/3 users out there want to learn more about the mmands you can utilise.

[] Amos Eyes his program allows you to c te good looking text files the an incorporate graphics to h liven up your presentation. [] D-Copy

[] Image Studio

[] Lock Out

[] NComm 3 get, so if you've got your mod then get this and get connected

[] Program Loader

[] Radbench +

### **APPLICATION PROGRAMS**

[] A-Bank

[] Amibase Pro Probably the best shareware dat base program around. It's simpl to use and quite powerful in the features it offers.

[] Easycalc This is undoubtably the best shareware spreadsheet program around. It's very easy to use, is quite powerful, and is well set up to run on your Amiga. [ ] Home Budget

[] Journal

[ ] Labelbase This nice little label printing prigram has the added advantage using a simple database to hole the label information. Handy it you have lots of labels to print [] Music Base This is for all you people with huge record or CD collections that you want to keep handy records on.

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### Questions

- 1 The British Grand Prix is held annually at Silverstone but where did last year's European Grand Prix take place?
- 2 Who will be Damon Hill's team mate at Williams next season?
- 3 Which well known clothing company is the main sponsor of the Benetton racing team?

Okay, so you've read the Turbo Trax review and you're all geared up and raring to go. Well how do you fancy the chance to experience it for real at the legendary Silverstone circuit? We've got 10 pairs of tickets for one of the most prestigious events in the motor racing calendar and we're just itching to give them away!

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E239Dunks DTP	Desktop Publishing for Kids	
E234Colour The Alphabet	Educational spelling game	
E271The Highway Code	All you need to know	
E272Junior Maths	Education for Kids	
E023Electronic Train Set (1 meg)	Construct own train set	
E043Learn and Play 1Goo	d for the kids. Blackboard maths. etc.	
E044Learn & Play 2	More fun for the kids	
E079Treasure Hunt	Great Kids game	
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EG162 Storyland 2 (N)	Create a childrens adventure	
E301Japanese dictionary (2 disks)	Good introductory tutorial	
E298States of Europe	Information on this continent. Good	
E299Communicate	Learn how to use sign language	

### CREATIVE

C112Slide Show Creator	Create your own slideshow
C130Label Designer	Various label printers
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C160Deluxe Paint Tutor	Enhance your knowledge of this
C184Turbo-titler	Sub-titles video animations
C186S-Movie	Video text editor
C189Magnetic pages	Create a disk magazine
C190Shadow demo maker	Create your own demo
C191Beatrix Potter	
C198Clip-art	Valentines and weddings
C199Clip Art	For New Year, Easter & Birthdays
C206ABC Adventure Creator (N	)Create your own adventure games
C230Illinois Labels	Label Printer
C231Audio Animation Studio	Create Cartoons
C236Word Power	Solve crosswords & anagrams
C238Font Farm	Variations of fonts available
	utilities compilation. Enhance your Amiga
C256Print studio	Multi purpose printer utility
C258Garden designer	Create your own garden excellent graphics
C261X Beat	Drum sampling & Drum machine

### MISCELLANEOUS UTILITIES

M1/9Calorie BaSe	work out your own calorie intake
M204Race Rator (N)	For horse racing information
M210Pools Pools Version 2	Work out your winnings
M211Training Log	Keeping fit
M233Engineers Kit	Check your Amiga System
M243D-Šolve	Crossword-complete with two crosswords
M244Lockpic V2.0	Uncover copy facilities
M245Relo Kick V1.4	Latest D Grader for A1200
M251Procad Electroid	
M252Dividends Winner	Work out winning lines
M257Power Copiers (N)	Eight of the best PD copiers around
M262Essential Virus Killers	Kills all the latest viruses
M280Cop the Lot	
M299Tee to Green	Excellent golf-scorer

### DEMOS + RAVE

D058Enterprise leaving dock	Famous animation
D075Girls of sport	Pretty shots of talented girls
D148The Run (1 meg)	T. Richter's car-chase animation. Good
D166Star Trek Animations	Anims. of USS Enterprise
D177Star Trek Animations	Agatron no. 17 More like above. Good
D280Jesus on "E's" (2 disks) (N)	Excellent rave music
D282How to skin a cat	Amusing demo
D287Calendar Girls	Slideshow
D312Rave Vision	Rave music & Graphics
D313Techno Warrior	More of the same
D314Nine Fingers (2 disks)	Good. Sequel to State of Art
D099Jesus Loves Acid (N)	Brilliant!
M152Rave Length	3 Rave Songs

M084	Pink Floyd	The Wall remix
M102	.No Limits (2 Disks)	Quality music compilation
M151	.Motiv-8	More catchy tunes
M302	.Wiafield	Saturday Night mix
U244	Sound Tracker Samples	(4 Disks) 100's of sounds for sampling
U249	Sound Effects	
U062	.House Samples	Drums & Synthesisers etc.
<b>A</b>	BUENT	IDE CAMEC

APAELLIA	re games
Ad005All New Star Trek (2 drives, 2	disks). USS Enterprise classic. Best one
Ad007American Star Trek (2 disks)	(N)Jim Barbers graphic adventure
Ad014Adventure Solutions (2 disks)	Loads of hints of commercial games
Ad019Dungeon Delver (2 disks)	Difficult adventure quest
Ad065Pixie Kingdom (2 disks)	Tricky adventure game. Good
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Ad223Wizard Wars	Graphics Adventure
Ad245Iron Clads (2 disks)	Graphic adventure
Ad250Atlantis	Excellent Adventure Games
Ad326Wibble World Giddy	Really good platform game
40400	

ARLAU	i Uamed
A010Breakout	Classic bat & ball game
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A110Ladvbug	Similar to Pacman
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A176White Knight	NEW Excellent shoot'em up game
A180Tank Attack (N)	World War 2 Simulation
A207Flagcatcher	Find the flags. Very addictive
A209Games Galore Ten (N)	14 excellent games
A215Battlements	Hunchback game
A225Addams Family Quiz	Quiz on cult TV programme
A243Tetren	Excellent Tetris clone
A247Quiz Master	Quiz which includes Editor
A255Amos Games	5 Games including Glassback

A306The Funhouse	
A308Gush	Very similar to pipeline
A309Smurf Hunt	Find the Smurf
A310Zalycon (2 disks)	Space shoot'em up
A327Tetris Pro	Tetris game with exceptional variants
A328Calculus Combat	V. Good missile command type game
A334Crazy Sue 2	Popular platform game
A338Project Buzz Bar	Excellent asteroid type game
A340Depth Charge	Submarine game
A341Earth Invader	The best space invader game
A350Spitfire Assault	Shoot 'em up game
A401Assassins 219	Chopper Attack, Route 66, Gimme 5
A402Assassins 220	Age of Rock, Commando Raid, Hearts
A403Assassins 218	Bomber 2000, Black Dawn
A404Assassins 217	Mangled Fenders, Maze and Cubik

### **SIMULATIONS**

Sim071Return to Earth (1 me	
Sim102Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109Wheel of Fortune	TV Quiz, computerized
Sim124Napoleonic Warfare	High-quality simulation
Sim139Battle of Britain	Defend the nation
Sim143Card Shop	Well presented card games
Sim217Act of War	Excellent strategy game
Sim218Roulette	
Sim220Sub Attack (N)	Also landmine + bomber
Sim224. Stratigic Games	3 excellent games
Sim302Micro Market	Stock exchange game
Sim377Life	Excellent strategy game
Sim410Island	Excellent board-game. Build hotels & money
Sim414. Diplomacy (N)	
Sim415War (N)	
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Sp170Amos Criket	'Owzat!
Sp208Grand Prix Simulator.	
Sp256Slamball	Management game of US football.Type Sport
Sp263Soccer Cards	Simplistic league-based game
Sp299Top Of The League	
Sp303Strike Ball	Amos written baseball type game
Sp30718th Hole (2 disks)	Excellent golfing game
Sp325Mister Men Olympics	(2 disks) Excellent game for disks as reviewed
	in Amiga Computing
Sp337Super League Manage	er 2Updated soccer management game
Sp372Road To Hell	Well-produced racing game
Sp373Wrestling (2 disks. W	B2.0 upwards)Good fun graphics
Sp376Unsensible Soccer	Good football game
Sp411Stewards enquiry	Horse-racing game

### **A1200 ONLY**

U235Sleepless Nights	Compilation of A1200 utilities
D285Fairlight	29 meg of graphics on one disk
D286No point of sale	Stinning French demo
D289 State Of Art	Famous quality demo
D290Raving Mad Me	High quality music video
D291Lethal Exit	Stunning demo
	256 colour pictures use with DPaint etc
D300 Technotrack II	
D301Retina	Excellent Vector film demo
D305Utopia	A1200 slideshow
D310Nigel Mansell	AGA slideshow
G321AGA Klondike (3 disks)	Excellent patience card game
G322Giger Tetris	Tetris clone
G323 U Chess	Brilliant chess game
G339AGA Megaball	Brilliant breakout game
G372Mad Fighter	2 player Street Fighter game
G373Kellog Land	Platform game
G412Kiss the Canvas	Quality boxing game. Many variants
G413Bacman	A1200 Pacman version
G414 Motorola Invaders (2 disks)	Brilliant snace invaders

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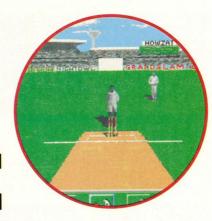
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# REV



# rs Cricket



HOWZAT

A challenger to Graham **Gooch's Cricket is** padded up at the crease. **PAUL McNALLY pulls a** short one...

udiogenic are the only company to successfully pull off a cricket game to date. Graham Gooch's Cricket, in all its various incarnations, has been top of the tree since its first release a couple of years ago, but now for the first time some real competition is beginning to appear, courtesy of this effort from Grandslam.

International Test Series Cricket has a lot going for it. However, in my opinion, it also has a pretty major playability flaw as far as the actual match goes, but more about that later.

Let's start with the good factors. The actual presentation of ITS is very good. The game contains digitised photographs of the squads who took part in the recent Ashes farce in Australia, as well as players from the other major cricketing nations of the world (which makes you wonder why the hell England are included). The information screens are well laid out and easy to follow, and even when the actual game screen first shows up, you'll be quite pleased.

The flaws come into it when you actually start to play the thing. The player animations are okay,

although nothing spectacular the graphics for the actual One of the players appear to be impressive intro screens digitised, but are



The entire fielding team goes up in unison Duente. S ENGL 9/8 Is that dirt in vour pocket or are you iust pleased to see me?

completely black and white. But it's the bowling and batting sections that actually let the game down. When batting, the screen flicks from the bowler's end to the batsman as soon as the ball is delivered. There then follows an inexplicable

pause of maybe a second before the ball appears on the screen once more and flies past your batsman. Timing is of the essence, but it's extremely tricky to judge when the thing is

going to arrive.

During this hold-up you are supposed to pull off a series of joystick combinations that will decide what shot your guy actually plays. Not surprisingly I only managed to get a couple of them working before getting wildly frustrated.

When all's said and done, it's still the second best cricket game for the Amiga, but with a bit of tweaking to obvious areas this could have walked away with it. A

### THE LOW-DOWN

**PUBLISHER** Grandslam **CONTACT** 081 680 7044 HD INSTALLABLE No **PRICE** £26.99

GRAPHICS	73%
SOUND	81%
PLAYABILITY	70%
DIFFICULTY	Very Hard

This should have been the best cricket game on the Amiga. Unfortunately it isn't, and that's a shame. Graham Gooch is still the best and anyone who says it isn't is obviously lying for some weird reason. Cricket fans will lap it up and rightfully so, but it's annoying that with a few little tweaks and fiddles it would have been so much better. The presentation is excellent, all it needed was a little bit more on the gameplay.

**REVIEWED BY CHICKEN** 

### SECOND **OPINION**

'm one of those people who can't be bothered watching cricket but don't mind playing it. ITS is therefore a blessing because it's one of the few computer cricket sims available, but unfortunately it doesn't quite match up to the limited opposition.

**OPINION BY STEVE** 

VERALL SCORE



It's a serious business running a highly effective air force outfit you know

WELCOME TO MIRAMAR COMMANDER WILLIAMS



After all the months and months of waiting, TFX is finally here. Can it possibly live up to our hopes and expectations? It's a question that only

**STEVE McNALLY can answer** 

ell, it's taken a lifetime to arrive, but this is it. TFX on the Amiga is finally reviewable and the big question on everyone's lips is: Has it been worth the wait? In most instances this can be answered with a simple 'yes' or 'no', but in the case of this particular game, things are a little more complex.

Firstly, if you own an Amiga 500, forget it. This is and always will be A1200 only, for the simple reason that the lower end machines would probably explode if you ever tried to run it. And

the story isn't much better for standard A1200 owners either. You'll probably be able to get it to run, but it'll be horrendously slow even with all the detail levels turned right down.

The lowest specification you'll require is an accelerated A1200 (preferably with RAM upgraded to 4Mb), and a sizeable hard drive, but even then you may find that you have to turn some of the details down a touch. It'll probably run fine on an A4000, but I haven't had chance to test it out.

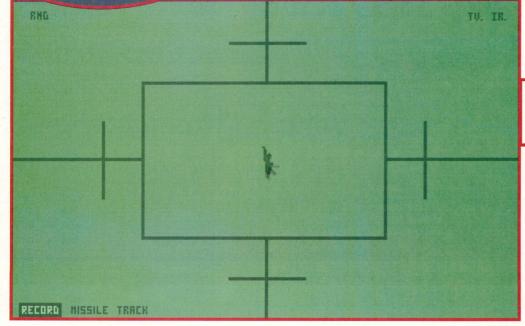
If you're lucky enough to own such a high spec machine then you have access to what is undoubtedly one of the finest and most realistic flight sims of all time, and in that case, the wait has definitely been worthwhile.

I played the PC version quite a lot when it first came out (about 18 months ago!), and apart from

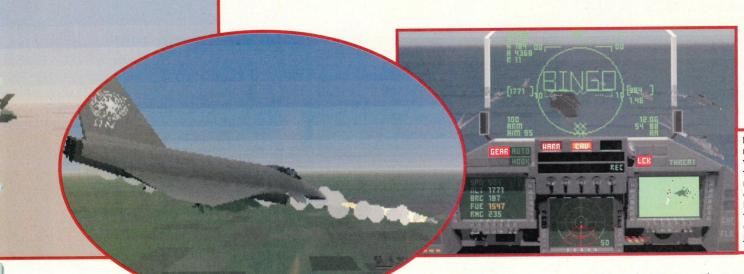
a few obvious points it's difficult to tell the difference. All the mission campaigns are

The missile view allows you to track the progress of your warhead

Once again I'm going down in flames. Proof that TFX is tricky to get into







Having managed to get all the numbers on my card I let out a triumphant cry in iubilation

in there, and the only option missing is the planner which allowed

you to determine how a mission would progress by setting the goals and waypoints yourself. But, let's be honest, not many people would have bothered with that anyway. I certainly never did.

### **War Torn**

The only other noticeable difference is the speed. For some reason, even on a top end machine, it doesn't seem to move quite as smoothly as its PC counterpart. But if you've never had chance to play that, you won't notice any difference, so there will be very little to detract from what is an amazing flying experience.

TFX differs from most flight sims in that it touches on a rather sensitive area for one of its mission scenarios, namely the former Yugoslavia, where, as we all know, the war between the Croats and Muslims rages on in between numerous ceasefires and the like. The wisdom of choosing such a setting is dubious at the best of times, but it doesn't offend me personally and I doubt whether there is any actual content within the game that could upset even the most sensitive of souls. You never know, some people might actually be attracted by the extra realism.

The game simulates three fighters, the infamous Eurofighter 2000, the Lockheed F-22 and the Lockheed F-117A Stealth Fighter which, blandly enough, is the only plane within the game

Each of the planes is essentially the same to fly, with any differences being mainly cosmetic. The cockpit layout is different, and when you switch to one of the many other views, both inside and outside the aircraft, you might notice one or two unique features. But, apart from minor changes in the weapons loadout, flying the planes couldn't be simpler.

### Air Superiority

that is actually in service.

A particularly nice feature is the inclusion of a large variety of missions in the game. These fall into one of seven main categories, namely; Interception, Air Superiority, Anti-Armour, Close Air Support, Interdiction, Defence Suppression and Maritime. Now don't ask me what all these terms mean, but they sound damn impressive don't you think?

TFX is a fine flight simulation. In fact I'd go as far as to say that it's one of my all time favourites, and if it wasn't for the somewhat excessive hardware demands, it would be scoring

somewhere in the nineties without a shadow of a doubt. As it stands I can't really justify a mark that high simply because of the limited number of people who are going to be able to play the game at a satisfactory level.

If you have the technology and are a bit of a flight sim fan, TFX should find itself nestling nicely among your collection very soon. However, if your machine is a little lacking in the old power stakes, you need to think long and hard about whether it's really worth the expense, even if you have been waiting for over a year. A

### THE LOW-DOWN

**PUBLISHER** Ocean **CONTACT** 0161 832 6633 **HD INSTALLABLE** Yes **PRICE** £34.99

GRAPHICS	93%
SOUND	90%
PLAYABILITY	91%
DIFFICULTY	Spot On
The state of the s	THE RESERVE THE PARTY OF THE PA

FX is an amazing achievement, and everyone at D.I.D. and Ocean should be applauded for bravery above and beyond the call of duty in struggling long and hard to bring this out on the Amiga. Unfortunately it proved impossible to cater for the needs of every Amiga owner, and all those without the most powerful machines are unlikely to feel the full benefit. However, those who do have access to such a machine are in for a real treat.

**REVIEWED BY STEVE** 

### **OPINION** SECOND

s you will know by now, anything but a supercharged Amiga is totally incapable of bringing any playability whatsoever to this game, but the machines with the mostest can enjoy a massively deep, ultra-well-thought-out experience that is still just a little bit jerky.

**OPINION BY PAUL** 



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Selecting a good team is vitally important if you want it to go well

> As with Diggers the manual is also provided on the **CD** itself





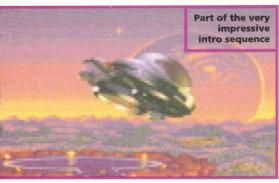
# Extractors

Extractors, as the name suggests, is all about mining the land and collecting, or extracting if you will, the precious materials that lie within

### **STEVE McNALLY attempts to alleviate his** constant state of boredom by taking a look at the follow-up to Diggers

haven't played Diggers and don't really have that much of an idea as to what it is about, so when Extractors landed on my desk it was met with a certain degree of apathy. During the next few hours I went through a whole range of emotions which, on an upwardly sliding scale, ranged from very negative (when I couldn't figure out what was going on), to quite positive (when I still couldn't entirely figure out what was going on but was having a good time trying).

Extractors is one of the most confusing games I have ever come across. Initially you will be overwhelmed simply because there is so much you need to do on each level right from the very beginning. This is compounded by the fact that if you don't keep all five members of your team busy pretty much all of the time they will get bored and begin to wander around by themselves. This causes you immense problems because not only are you worrying about mining the surrounding land, figuring out how to destroy the generator on each level and avoiding any



privateers who materialise intent on both stealing anything you mine and killing your team members, you are always concerned that a member of your particularly dense group is going to need rescuing at any moment.

I was just beginning to think that I was never going to get the hang of it when things started to fall into place. Once you have overcome the main obstacle of keeping your men occupied and out of trouble, you can start to concentrate on how to deal with the main problem at hand, namely destroying the generator.

### **Digger Barnes**

The game comprises a series of increasingly more difficult levels that appear on a pretty poor game map as floating islands. This map links the whole game together, although it would be a blatant lie if I tried to suggest that I'd got anywhere near the end, because I haven't. I'm sure a lot of people will compare Extractors to Lemmings, but there is one massive difference. In Lemmings the levels only took a couple of minutes to complete, whereas an Extractors level will take the best part of an hour, even when you've figured out what it is you're supposed to be doing!

There is also more going on throughout the levels and there are a lot more options open to you. Lemmings had an appealing simplicity that's lacking from Millennium's effort, but for some people it wasn't quite taxing enough. Extractors will appeal to this group more than any other, but if you insist on calling it a straight race between the two games I certainly wouldn't like to pick a winner. They are both very different in many ways, and the fact that they are both puzzlers is really where any close similarities end.

### THE LOW-DOWN

**PUBLISHER** Millennium **CONTACT** 0223 844894 **HD INSTALLABLE N/A PRICE** £29.99

GRAPHICS	79%
SOUND	89%
PLAYABILITY	84%
DIFFICULTY	Very Hard

xtractors is a very good game, there can be absolutely no doubt about that. The only reservations I have is that it takes such a long time to get into, and even when you do make some headway, it's still extremely difficult and thought provoking. However, it does make better use than most of the CD32's superior capabilities, with plenty of speech and nice graphics thrown in for good measure. The game is still enjoyable to play, even if it is a little on the overly taxing side, and if you've a few spare hours to kill, Extractors will certainly take care of them for you.

**REVIEWED BY STEVE** 

### SECOND **OPINION**

e prepared to tax the old grey cells with this outing from Millennium. It does take a while to get into, but after a few plays you will begin to reap the rewards if you've got the patience to last that long. Extractors is tough but rewarding in the long run.

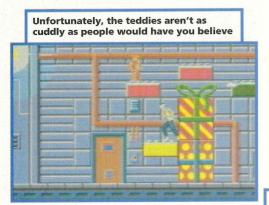
**OPINION BY ANDY** 

OVERALL SCORE

### ACTION REVIEW PLATFORM/SHOOT'EM-UP



From the ashes of the cult classic 'toon nightmare comes the game of the same name. Is **ANDY SHARP** relishing the chance to take part in one of the most bizarre movies of all time?



or the uninitiated, Akira is without doubt one of the most popular cult movies of all time. It's years since this Manga classic first appeared, but hey, what does that matter? Almost every movie has its own game and it was only a matter of time before Akira joined the rest of the bunch.

For people who need a reminder of exactly what's in store for them here, Akira takes place in the sprawling metropolis of NeoTokyo in the year 2019, 30 years after World War III (which wasn't too pleasant an experience apparently, what with nuclear bombs and stuff going off everywhere).

Almost as difficult as negotiating the roads around Macclesfield - a biker's dream apparently



The aftermath saw a whole new breed of leather-clad rival biker gangs erupt all over the rebuilt city, struggling furiously to become the ultimate hoodlums on two wheels. And it is during one of these running (or should that be biking) battles through the remains of the old city that you first enter the fray.

There are six levels in all to traverse, which you may think seems a little on the thin side, but to begin with you'll find that they pose quite a considerable challenge.

Taking control of one of the two main characters in the movie, Tetsuo or Keneda (not that you have any choice mind, because each level will start you with one of the two characters), you will be plagued with some rather standard levels to complete.

Whether it be racing through the streets on your petrol guzzling cyberbike or trying to escape the military hospital, you will be stunned at the total lack of originality on display. The movie defied all logic whereas the game seems way too standard in comparison.

### Motorbikin'

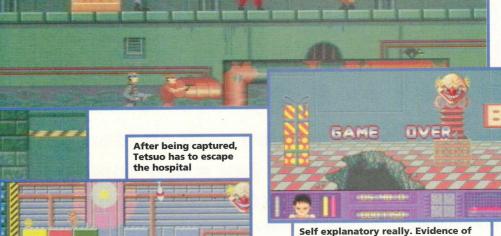
The first level involves dodging the Clown biker gang through the crumbling streets of NeoTokyo. Graphically it's okay, not particularly post apocalyptic, but it's certainly a hazardous and frantic level in several parts.

Along the way it's a necessity to collect bonus fuel and various weapons as and when you need them. Initially it will seem like an impossible task to progress through the biking stages safely, but if you learn exactly where all the weapons and power-ups are, you should be able to plough through with the greatest of ease.

If you haven't got the message by now, Akira is more frustratingly difficult than challenging. A

One of the later stages involves flying this contraption through the sewers. This is no easy task

More sewer mayhem. The later stages toughen the opposition considerably



Self explanatory really. Evidence of failure can't be more concise than this

shame really, as the potential is there for one corker of a game.

The hospital and sewer levels are out and out platform stages with no inspiringly new features. There are average graphics, the gameplay is as you'd expect, and in truth it becomes very tiring very quickly indeed.

Between each stage there is a simple still taken from the movie to let you know exactly which part of the film you've reached - in the CD32 version these animations will actually move. Woooh! The

only other noticeable difference in the CD version is that it's a tiny bit quicker when scrolling. And erm, that's about it!

After escaping the hospital where the authorities are experimenting with the ancient Akira project (Akira incidentally is an old source of power whereby an individual can become more than a mere mortal human - just like me), Tetsuo thinks he can control his newly acquired powers. How wrong could he be?

One of the many moving animations on the CD32 version





Lordy. What's this gigantic match doing here? A few too many hospital experiments have left Tetsuo hallucinating

Akira culminates in the battle between Tetsuo and Keneda. Tetsuo has lost control of his powers and is mutating horribly into some all powerful blob type thing. He must be stopped at any cost.

This is basically like an end-of-level baddy, but it looks a little bland to be honest. As it stands, this final level incorporates tiny aspects of all the previous stages - it's as if the levels are also mutating, quite clever eh?

### Fashionable?

The thing with Akira the movie is that it is a classic of its genre, whereas the computer game unfortunately isn't. It's just much too ordinary for such a stunning concept. Shame.

On the plus side there is a rather pleasant Collectors Edition T-Shirt which comes free with the game and is a great bonus, but apart from that it's barely worth bothering with. Even the box is littered with spelling mistakes. A

### THE LOW-DOWN

**PUBLISHER** ICE **CONTACT** 0453 756993 HD INSTALLABLE No **PRICE** £24.99

GRAPHICS	40%
SOUND	40%
PLAYABILITY	60%
DIFFICULTY	Variable

et's face facts, Akira should have been a dark, brooding affair with more twists and turns than spaghetti junction, but what we've ended up with is a big disappointment. There are some nice animations on the CD version and both that and the floppy equivalent have a moody impressive intro from the final day of World War III. To be fair, it's sometimes challenging and sometimes wacky, but unfortunately a couple of levels are cuter than cute and I don't remember ever thinking of Akira as a cutefest. Terribly average I'm afraid. Let's hope Akira 2 doesn't rear its ugly head in the future.

**REVIEWED BY** ANDY

### SECOND **OPINION**

can't be doing with all this Manga business, so not surprisingly, the prospect of Akira didn't appeal to me. And when the game is as poor as this you find yourself wondering even more why anyone would bother converting this overrated cartoon into a computer game.

**OPINION BY STEVE** 

SCORE OVERALL

# ACTION REVIEW A D D - O N



# Premier Man

Multi-Edit System

Gremlin have come up with an idea to make every football fan's life complete.

**STEVE 'Statto' McNALLY reveals all** 

ow to me, and even to some of you no doubt, the idea of spending money on a program that allows you to constantly update the information contained within a footy management game may seem like something of a needless expense. I mean after all, it doesn't really affect the way the games play all that much does it?

But believe me, there are a frighteningly large number of people who have been gagging for just this opportunity. Take our Production Editor Neil for example, a fanatical follower of lower division

> Now you can put your friends in charge of any team you want



football (yes, he actually sets his video every Monday night to tape Endsleigh League Extra), and an avid Burnley fan. As soon as



any management game comes in, be it Sensible World of Soccer or whatever else, he's straight in there, choosing to manage his 'heroes'. And if there's a single player detail that is in some way incorrect, be it age, middle name or shoe size, he goes into a sulk.

That's how deep the obsession goes with some people, and this is the audience that the Premier Manager 3 Multi-Edit System is aimed at, allowing gamers to get at the program code in an orderly fashion to affect the way the game plays.

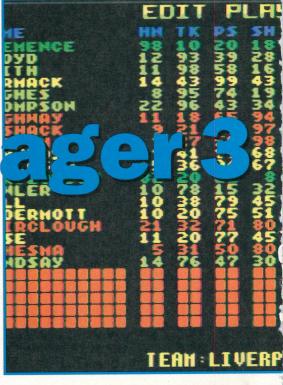
You're not limited to simply changing player names though – stadium names, managers and even the league structure are fair game, allowing you to fine tune things exactly to your satisfaction. This means you can create a league that pits Barcelona against Man Utd (4-0!), include great teams from the past alongside the sides of today, and create just about any possible connotation you can think of – even a European Superleague is not out of the question.

Alter the data pertaining to the ground of your club

Maybe you believe, as many do, that Wembley is too far south to be fairly classed as the English national stadium. If you do,

simply click on Wembley and change it to The Shay (luxurious home of Halifax Town), for a fairer geographical positioning. The possibilities are limitless, as absolutely everything that is included in Premier Manager 3 (and let's face it, that is pretty much everything), is adjustable to suit your own personal tastes.

It would be easy to say that this is a waste of time and that Gremlin are doing no more than cashing in on an incredibly popular series of games, but we all know it's not true. There is definitely a market for this type of thing, as the sales will no doubt prove.



### THE LOW-DOWN

PUBLISHER Gremlin
CONTACT 0742 753423
HD INSTALLABLE No
PRICE £14.99

N/A%
N/A%
N/A%
N/A%

As I looked at the Premier Manager 3 Multi-Edit System it became apparent that it was going to be very difficult to give it a mark. There has been nothing really like it before and I would be surprised if there was anything like it again. So, after many a harrowing sleepless night spent constantly turning this tricky dilemma over and over in my mind, I decided not to bother scoring it at all. The Multi-Edit System is exactly what it says it is – a well-executed, user-friendly multi-system editor for Premier Manager 3 that's nice to look at and sensibly priced.

REVIEWED BY STEVE

### SECOND OPINION

we should have been given a penalty, the game should never have been played, their seventh goal was offside, their goalkeeper should have been sent off, it was too windy, their supporters were singing too loudly, the pitch was too green, bleat, moan, etc.

**OPINION BY JIMMY MULLEN** 

OVERALL SCORE

N/A%

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# Dragonsto

ore's latest RPG, Dragonstone, is, let's be honest, not very good. The disk version scored fairly well but has since proved that in the lastability stakes, it scores very poorly indeed. As for the CD version, well that's not much better either. In fact it's exactly the same.

Yes, a straight port is what this is, and taking into account the faults of the original (which are far too numerous to mention here), the fact that the game has not been changed in any way is probably not the most inspired decision the management at Core have ever taken.



There is still far too much fighting and not enough puzzle solving for my liking, and although the graphics look quite nice, the game really doesn't come up to scratch. The addition of a CD32 controller doesn't make a great deal of difference, mainly due to the over-simplicity of the gaming system.

If you're looking for a CD game that is challenging and enjoyable, and will last for quite some time, I'd seriously consider looking elsewhere for my fun. Actually, a quick glance elsewhere on this page could provide the answers you've been searching for. As far as Dragonstone goes, I'd give it a miss.

SCORE ORIGINAL

SCORE UPDATED

PUBLISHER Core Design PRICE £29.99 REVIEWED BY Steve

# ske eto

h, now this is better from Core. Skeleton Krew ranks among the greatest shoot'em-ups ever on the A1200 and now reigns supreme on the CD32 as well. The game has always been easier to play with a two-button joypad rather than a standard joystick, and the option to make full use of the CD32 joypad makes what is undoubtedly an exceptionally difficult game ever so slightly easier.



When I say the game itself is difficult, I may be misleading you slightly. Although Skeleton Krew is more than taxing enough by itself, the control system is one of the most

difficult to get to grips with I have ever encountered. In fact, because I reviewed the original version of

Skeleton Krew and was forced to play the game properly, I'm the only person in the office who can get the character to move where I want without constantly swivelling round and firing indiscriminately all the time. Skeleton Krew is without

doubt my favourite shoot'em-up. A lasting challenge is provided along with colourful graphics and an excellent CD limited in their choice of quality software, so they

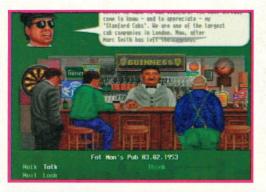
soundtrack to provide a sufficiently spooky atmosphere. CD32 owners are still somewhat should seize the opportunity and grab this one with both hands. A

PUBLISHER Core Design PRICE £29.99 REVIEWED BY Steve



SCORE ORIGINAL SCORE UPDATED

e liked the disk version of The Clue here at AA. Despite its quirky and pseudo-feeble graphics, and the occasional horrendous mistake in the translated dialogue, it held at least three of us captivated for nigh on two days. Thankfully, Neo have done a decent job of making it work on the CD32, and of course there is no problem waiting for the pointer to make its way across the screen in accordance with your joypad command because of the text driven way in which the game works.



As before, some rather decent old tunes pipe out as you wander around London meeting a collection of dubious people on your way to another, no doubt pathetically amateurish, crime, and as, er, not before, some of the previously printed speech is now

in the form of... well, spoken speech. So to speak. Disappointingly though, this is fairly irregular and seemingly random, and should really have been used to far greater effect.

Original ideas are hard to come by at the moment and The Clue is one such beast. Although plodding at times, it now comes with a handy password option which allows you to begin again straight after your last successful crime.

The Clue is not the kind of game which takes advantage of the, ahem, graphics capacity of the machine, but a good solid conversion with a couple of nice options that you could do a lot worse than pick up. A

Holland Street 83.82.1953 Holk Tolk

> ORIGINAL SCORE UPDATED

PUBLISHER Black Legend PRICE £25.99 REVIEWED BY Paul

# hadow Fig

t's always nice to have a game arrive in the office right out of the blue, and when that happened with Gremlin's Shadow Fighter we were doubly delighted. Not only did it turn up with a minimum of fuss, therefore conserving our energies in the Chasing Stuff Up department, but it was actually very good - a real contender to the crown of the slightly more publicised Mortal Kombat II.

Sixteen characters and a host of easy-to-dobut-hard-to-master special moves combined with a novel training mode and excellent graphics, made for a top notch beat'em-up, one that lost out only marginally to MKII in the area of blood and guts. And now that it benefits from extra colours and memory, Shadow Fighter is even better.

Not only are the colours more lush, but the layered parallax backgrounds add another

dimension (er, literally), to the way the game looks - the perspective on the floor on some backgrounds as you lurch across the screen from side to side is nothing short of spectacular (check out the basketball court for proof).

A number of extra moves are now available for some of the characters which, when combined with all the other enhancements, put Shadow Fighter, for my money, right on top of the pile, lust.



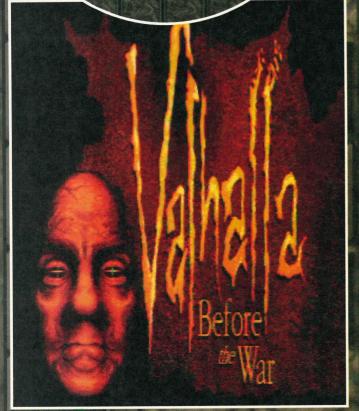
PUBLISHER Gremlin PRICE £25.99 REVIEWED BY Paul

ORIGINAL

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#### JUNGLE STRIKE

Reader Reviewer Kaernea Borna, Falmouth, Cornwall

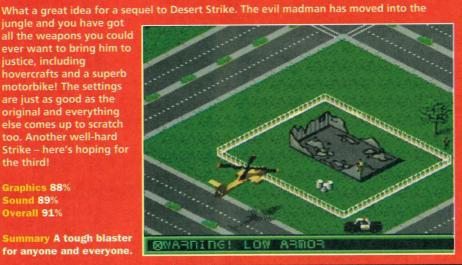


jungle and you have got all the weapons you could ever want to bring him to justice, including hovercrafts and a superb motorbike! The settings are just as good as the original and everything else comes up to scratch too. Another well-hard Strike - here's hoping for

**Graphics 88%** Sound 89% Overall 91%

the third!

**Summary A tough blaster** for anyone and everyone.



#### **OVERLORD**

Virgin

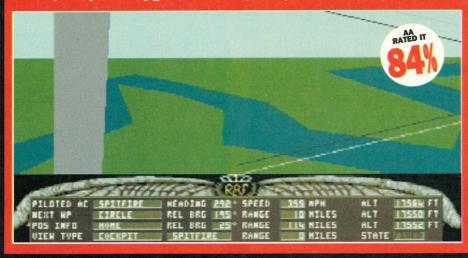
Reader Reviewer Paul Constable, Dulwich

My first foray into the world of the flight sim was Combat Air Patrol – a good game that gave me a thirst for more - but aargh! What the hell is Overlord all about? It's complicated beyond belief and almost impossible to get into unless you have a degree in, er, aeroplane science. I'm all for a challenging computer game but this takes things way too far.

**Graphics 78%** 

Overall 65%

Summary A very unfriendly game indeed that probably could have been good.



#### SHADOW FIGHTER

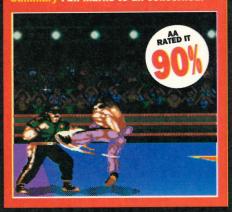
Gremlin

Reader Reviewer Corin Henley, Berne. Switzerland

The best belated Christmas present I've ever had! Shadow Fighter makes me sad because it reminds me of what good games are available back in England. It has to be the most playable and enjoyable beat'em-up on offer for the Amiga, and even the disk swapping is done with the gamesplayer in mind. Frankly, nothing really comes close.

**Graphics 90%** Sound 86% Overall 94%

Summary Full marks to all concerned!



#### **POWER DRIVE** US Gold

Reader Reviewer Alex Marron, Ilkley

US Gold seem to have taken a step back to a time when racing games looked crap but played well, only they seem to have left out the 'played well' bit from Powerdrive. OK, so maybe that's going too far, but it still manages to disappoint through a suspect control method, despite looking the part and being well set out. Not a bad effort, but hardly in line for Game of the Year.

Sound 84% Overall 74%

iummary Not the ideal purchase if your heart's set on an adrenaline rush.



#### THE LION KING

Virgin

Reader Reviewer Mark Westbury, Cliftonville

After Aladdin, Virgin really had their work cut out with The Lion King to make it any better. Graphics-wise they've certainly done the job, and for the most part it plays like a dream apart from one or two annoying occurrences in the later levels. And speaking of the later levels, why are there only seven when the PC and console version have more? A generally good game

loses points because of its lack of commitment and care.

**Graphics 90%** 

Sound 80%

Overall 80%

Summary Very enjoyable and great to look at, but just too short.

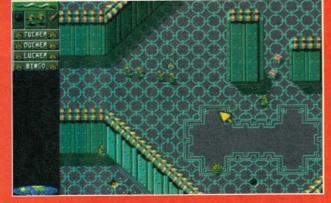


#### CANNON FODDER 2

Virgin

Reader Reviewer Mark **Cottrall, West Bridgford** 

You'd have thought that after the brilliant game that was CF1, the sequel would be better in every way - more blood, more guts and more humour. But no, it's almost exactly the same, and I'm sorry,



but setting it on an alien planet is no excuse for a lack of ideas. Even the playability seems to have lessened – for what reason I can't work out – making CF2 the most disappointing seguel I can ever remember, and not a game I could recommend.

**Graphics 80%** 

Sound 84%

Overall 66%

Summary A big disappointment from a team who should know better.



**Overall 90%** 

TARDUST

ader Reviewer Pete Dorson,



#### CANNON FODDER 2

Virgin

Reader Reviewer Craig ["Family Feuds"] **Cottrall, West Bridgford** 

Cannon Fodder returns with more of the same rib-tickling heart-pumping action as before, and once again it's brilliant fun and a joy to play. Dozens of new missions give Fodder fans the chance to vent their anger to their hearts' content, and the alien levels are a treat! Just as good as it ever was, and highly recommended in every way for anyone who wants a good time in their bedroom. [Er... wahey!] RATED IT

**Graphics 84%** Sound 85% Overall 92%

Summary Only a tosspot could fail to enjoy something like this.



#### **FOOTBALL GLORY**

Black Legend

Reader Reviewer **Jason Levine, Corby** 



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Small sprites and fast action is the way to go with football games, and Football Glory follows Sensi down that path. While it is good fun to play, it must be said that the playability of Football Glory still makes it fall some way behind Sensi, though it overshadows all the others in almost every way. Black Legend have done extremely well to get as close to Sensi as they have, but there is still quite a bit of ground to make up.

Graphics 80% Sound 77% Overall 86%

Summary One of the best, but not the best football game around.



**Graphics 95%** 

Sound 90%

Summary A stonker!

#### **B17 Flying Fortress**

#### Publisher Powerplus Price £16.99

In the strictest sense of the word, B17 Flying Fortress isn't really a flight sim, because although the focal point of the game is controlling the plane in question, much of the activity revolves around managing the 10 man crew of this most cumbersome of flying machines.

Your crew begin as a largely inexperienced bunch who learn the tricks of the trade as time and missions go on, and most of your time in the plane will be spent manning the various stations such as bombardier, radio op and so on. At the outset matters are made difficult by the relative incompetence of your crew, which seems somewhat strange, as surely any trickiness is best suited to a place in the game when the player has become more adept. It's very frustrating to concentrate all your efforts on several tasks only to see your bombs miss the target because of the YTS bombardier. A different idea for a flight sim which tries hard but unfortunately doesn't quite work.



Reviewed by Paul

SCORE 74%

#### **Elite Plus**

#### **Publisher** Action Sixteen **Price** £16.99

Recognised as a classic, the original Elite is without doubt one of the best-known computer games of all time. Elite Plus, which is what we have here, is the original with a few knobs on. The graphics have been tarted up slightly and the missions tweaked, but the game is essentially the same as it ever was. If you've never heard of it then you're some kind of sorry loser, but it's all about space trading and building up a character in a universe where you really can choose how to live.

Everybody should have a copy of this game, but if I have a criticism it's that it costs £16.99. It's pretty old now and you can pick up stuff like Cannon Fodder 2 and SWOS for a quid more. But, if you fancy picking up a piece of computer game history, you'll have to shell out.



Reviewed by Chicken

SCORE 86%



#### **Tornado**

#### **Publisher** Action Sixteen **Price** £16.99

Tornado is about as accurate a simulation as you can get of flying around in a multi-million pound hunk of whatever it is planes are made of. Metal, probably. And understandably so, because a lot of the information in the game is gleaned from real life RAF pilots, and if they don't know what they're on about then God help us all.

It's slightly daunting actually, what with all of the preprogrammed missions erring on the difficult side, although the complexity and detail will no doubt be reward enough for anyone who manages to get comfortable in the cockpit. As long as they have a fast machine.

And by fast I don't mean your average A1200, oh no siree! In order to get any sense of real speed from Tornado you'll need some sort of accelerated beast, which of course is a sizeable downside for 90-plus per cent of owners.

Reviewed by Paul

SCORE 82%

Releases

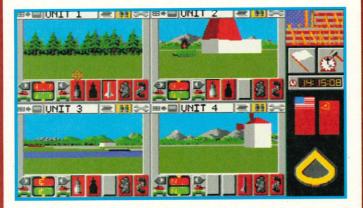
#### **Team Yankee**

#### **Publisher** Action Sixteen **Price £16.99**

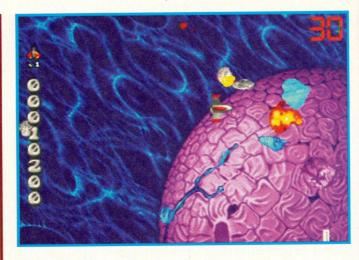
t a time when the Amiga was still a relatively new kid An the block, Team Yankee was almost universally hailed as the definitive action simulation of modern tank warfare.

As an army commander you have a choice of several tanks with which to trundle across huge polygonic landscapes, fighting the nasty Ruskies, just like in the book of the same name on which this game is based (apparently). You can only control the movements of one vehicle at a time with any degree of success, but there is an option to take charge of a whole platoon and see the "action" unfold in what was, at the time, a groundbreakingly innovative split screen mode. Despite being Russian, the enemy aren't entirely stupid and will try to attack your troops at points that make strategic sense. So, you will have to become proficient with the map in order to keep track of events.

To some extent the reasonably responsive tanks make up for the lack of friendliness throughout the whole game, though in the end its appeal will be limited to veteran warfare fans who can forgive its dated look.



Reviewed by Paul



#### **Stardust**

#### **Publisher** Daze **Price** £9.99

his is the original version of Bloodhouse's Asteroids tribute, the one which initially shocked us all about 18 months ago when an unassuming Finnish gentleman modestly loaded it up and sat back calmly as we cooed over the astonishing graphics and not-so-shabby sound.

It all begins with your small ship armed quite punily. It's tough at the outset and gets progressively harder as the game goes on through its 30-some levels (including superfast 3D tunnel sequences and underwater mazes). As well as spinning around wildly and destroying as many asteroids as you can before time runs out, it's important to be on the look out for power-ups, without which you will almost certainly not progress too far.

Every level is as gorgeous looking as the last, but the action remains largely unchanged. Still, priced at a measly tenner, this should most definitely not be sniffed at. 'Tis undoubtedly excellent value, and so perhaps a wiser choice than its 30 quid, enhanced counterpart.

Reviewed by Paul

CORE

#### Ishar 2

#### **Publisher** Daze **Price £9.99**

Following on the heels of the epic Ishar, Ishar 2 arrived with the promise of more characters and more tasks to complete in an altogether larger area. Enthusiasts were able to import their saved characters or choose from the 30 new ones available, and charge around a huge island comprising a play area over three times the size of the original.

Games of this kind are about choosing the right blend of characters to get you through your quest safely, and a party of five can eventually be assimilated, though you're forced to begin with only one adventurer. A map affords you a view of the entire island on which you currently stand, and the standard RPG interface allows you to move, recruit, cast spells and do plenty of other things as well.

Perhaps too often the game goes through a hiatus where you find yourself with nothing to do for minutes at a time,



and phases of blandness become all too common. However, having said this, Ishar 2 is a huge game, and once again, represents more than decent value for its reduced asking price.

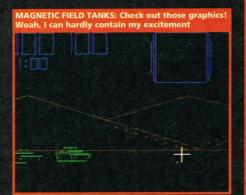
Reviewed by Paul



#### Steve McNally gives three hearty cheers as he

### **Magnetic Fields**

This is one of those vector graphics things in which you charge about the screen shooting things, which in this case, take the form of tanks. It all starts off quite positively, but any excitement soon fades and it becomes fairly tedious. Shooting wireframe green tanks on a green background with green bullets may appeal to some people but I wouldn't pay any price for it, not even £1.50, unless of course I was absolutely desperate to get my hands on an overpriced blank disk. Fun for about a second and destined to become a Cannon Fodder save game disk in many people's collections.





#### **National Lottery** Winner V2.0

These things are ten a penny at the moment, but this one is a little bit different in that it also incorporates a database facility that allows you to input the numbers each week and build up a



catalogue of the most frequently drawn numbers. Quite what significance this has on a selection of little coloured balls picked totally at random from a glorified bingo machine is beyond me, but if you're the type of person who believes in 'hot numbers' and all that Mystic Meg rubbish then firstly, sort yourself out, and secondly, get hold of a copy of this. You never know, a lay out of a couple of quid could just net you several million. I doubt it, but you never know.

#### Zaxxon Online PD

Classic oldie of the month comes courtesy of Online PD in the form of arcade phenomenon of days gone by, Zaxxon. I don't really remember it that well to be honest, but I do know that in my early Intellivision console (Intelligent Television. Clever eh!) owning youth, I always yearned for a copy having seen a screenshot on some pamphlet or other.

I hadn't played it until now, and having done so I realise that I didn't really miss out much in the first place. It's okay, but as with most ancient games, we are all guilty of looking back on them through rose coloured glasses. We must be thankful to the PD programmers for spending weeks

#### finds himself saddled with this month's PD pages



of their free time so that we can can make the decision, after no more than ten minutes play, that these games, almost without exception, are appallingly bad. And Zaxxon is no exception.

#### **Super Megafruit**

Fruit machine simulations are always popular and PD fans are experiencing a bit of a glut at the moment with what seems to be every would-be programmer in the land hastily cobbling their own version together. Super Megafruit is a case in

point. Fruit Mania is my own personal favourite and unfortunately this one just doesn't compare.

It has all the features you would expect in a game of this type but is just lacking the polish that other options provide. The main problem I found with this was that half the time I couldn't work out what was going on. I couldn't find any explanation as to what the winning lines were or any of the bonuses, and I was just left feeling bewildered. If you're desperate for a fruit machine sim this is okay, but I'd advise you to look elsewhere.



Noteworthy as much for its musical content (fine renditions of Whigfield's



Saturday Night and the Baywatch theme tune), as for its gameplay, this novelty item is more than likely, at the time of writing, going to appear on one of the coverdisks. But just in case it isn't there, I'll tell you a little about the game itself now.

Borrowing rather heavily from Millennium's highly successful James Pond series (especially the sequels Robocod and Operation Starfi5h), Harry the Haddock features probably the only fish in the world to die the instant he comes into contact with water.

The game involves him careering around various platform levels collecting stuff, all the while ensuring that he stays on the platforms, never once dipping a fin into the murky depths below, and generally rushing about having a whale of a time (unintentional weak gag).

This is one of the better examples of this month's disappointing PD crop, and it comes from a very promising programmer who obviously has a bright future in the industry, if only for his musical talents.

#### Aquanaut F1 Licenceware

The surprising thing about Aquanaut is that it is actually quite a bit better than a lot of commercial releases. Admittedly the full price games that it betters are dire in the extreme, but we all know someone who is prepared to fork out full price for them and they are the kind of people who should be looking at this.

It's a shoot'em-up in a ship which distinctly reminds

me of something but I can't for the life of me remember what. Deep Core from ICE maybe, but that's probably just down to the colour scheme. Aquanaut is actually quite good fun although it is damn tricky, and has far more substance to it than the majority of the run of the mill PD fare we're subjected to each month.

I can't tell you how big the game is because I got fed up after about half an hour (I was never famed for my patience), but it looks pretty big and therefore should represent adequate value for money.



#### Contacts

ine PD: 1 The Cloisters, Halsall Lane, Formby ol, L37 3PX Tel: 01704 834335

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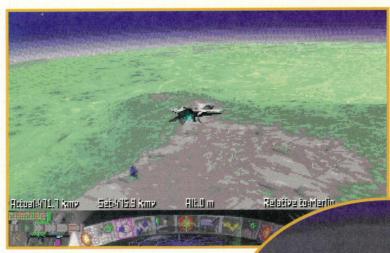
Kevin Gallagher: 24 Bramhall Street, Cleethorpe

F1 Licenceware: 31 Wellington Road, Exeter. Devon, EX2 9DU

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# Frondler First Encou

The sequel to Elite took almost a decade to see the light of day, much to the annoyance of an army of fans. However, when it arrived, it didn't disappoint and went on to thrill just about everyone who played it. Now, just over a year later, the sequel to the sequel is raring to go, and is likely to once again create a storm the like of which the computer market and STEVE McNALLY have never seen.



One thing that I particularly like about these games is the political consequences of your actions. In case you've never experienced Elite or Frontier, this means that the authorities in each system remember what you have done within their political boundaries. Break their laws and you'll be landed with a criminal record, but do them favours and they'll do the same for you. In other words, if you scratch their backs they'll scratch yours.



I reckon that fans of the Elite games are going to be in a bit of a quandary over this one. The original version came out in the early eighties and there were still literally thousands of people quite happily playing it up until last year. So then, does this mean that one year has been long enough for people to get fully to grips with the second game? I don't know, but if anyone is upset then they don't know when they're on to a good thing.

> The main difference from the earlier versions is the improvement in the graphics. Whereas texture mapping proved far too time consuming a process on the Commodore machine when Frontier was released, a new technique has been employed that will allow graphics of a much higher standard to be utilised on just about every machine.



The whole gaming system has been overhauled and improved, with a host of new features being crammed in simply to beef up the gameplay. This will no doubt mean that people will struggle even more to get to grips with First Encounters, so you can expect to see a flood of game guides and playing tips in computer magazines over the coming months.

Set:106.6 km#



It seems strange that Frontier took nearly a decade to complete whereas First Encounters has been taken from start to finish in little over a year. This could make you suspicious that this is a rush job or even a rip-off with little in the way of new features or options, but when you consider that around a dozen people have been working on it virtually non-stop for nearly twelve months, you can appreciate just how much work has gone into it.





derlin

We feel we must point out that the images you can see in this blueprint are taken from the PC version, but you may already have guessed that, or at least been suspicious. We can't say at this stage how the Amiga graphics will size up in comparison, but the odds are stacked favourably, and the addition of texture mapping should ensure that a vast improvement on the earlier games is instantly noticeable. Not that they were bad in the first place of course.

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Relative to Merlin

**Encounters** is without doubt the next big event in the Amiga's future, and let's be honest, they don't come much bigger. If this was a console release it would warrant mass publicity in the form of TV adverts and bill board campaigns.

Frontier: First

FILLO mi Relative to Merlin Sel:0.0 kmz

The key to the popularity of the Elite series has to be its ability to appeal to every faction of the gamesplaying world. There is more than enough action to satisfy speed freaks, and there is plenty of strategy and involved planning to satisfy the blandsters as well. This combination has seen continued success for David Braben (and originally of course, Ian Bell), over a period of more than 10 years.

Some of you may be under the impression that you need to own the original Frontier game to play First Encounters (ie this is nothing more than a data disk), but Gametek are very keen to stress that this is definitely not the case. Absolutely anyone can play this game (as long as they own an Amiga of course), irrespective of whether they own both Elite and Frontier, or have never clapped eyes on either of them.

First Encounters should hit the shelves in around two or three months time. As you might expect, the game has been exceptionally well programmed, with an entire universe comprised of millions upon millions of square miles of space somehow crammed on to no more than three disks. It will also feature ingame artwork by the acclaimed artist Danny Flynn, well known to regular readers of this magazine.



#### **Project**

Frontier - First Encounters

**Publisher** 

Gametek

Team

**Frontier Developments** 

Release

May '95

**Inspected by** 

Steve

90

We thought the Amiga was supposed to be nonexistent outside Britain. So what on Earth is a **Canadian company** doing making games for it? And ones that look this good too. As far as we're concerned it's just not on. DEM Software are in the process of producing

what they hope will be an Alien Breed 3D beater. They've got what is undoubtedly a massive job on their hands, but from what we've seen so far, they seem to have got themselves off to an excellent start. Keen to bring you the first look at Angst, we sent along a surprisingly enthusiastic STEVE McNALLY who couldn't resist a peek.

In May of 1993, Angst programmer Jim Georgeadis spent an evening absorbed in the movies Alien and Aliens. Inspired by what he calls 'the pulse-pounding action' of these films, he started work on a computer game that he hoped would involve the player in a similar atmosphere. Over two man-years of work later, Angst is almost ready for production and Jim is very close to realising his dream.

> Angst is a first person perspective space RPG that smoothly scrolls the star of the game (although not with full control through 360° as in AB3D), through the dank, dilapidated hallways of a derelict cargo freighter. 16 massive levels stand between you and any possibility of escape so you'll need your wits about you at all times.

"With a roar of insatiable hunger, a predator's sinuous head snakes around the corner, its rending fangs exposed. You spin and flee in a panicked frenzy, desperately hoping not to seal your fate by racing down one of the many dead-end corridors that wind through the ship..." Just a taster of the atmosphere created by Angst. Scary stuff.



The star of Angst is a simple cargo lift operator who, through strange circumstance, awakes on a cargo freighter to find the rest of the crew murdered and an invasion force of aliens on board. Many of the ship's systems have been damaged, and as a common dock worker, you have limited access to important areas. Somehow you must find a way to freedom or suffer the same fate as the rest of the crew.

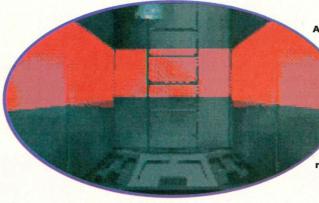


The game is essentially mouse controlled with movement made by clicking on a set of arrows on the right of the screen. However, you can also use either keyboard or joystick to execute your commands, and from what I can tell there is very little to choose between them other than personal preference. There will also be some essential keyboard controls but these will be kept to a minimum.

The alien invaders on board the ship were produced by digitising and rendering with a 3D package called Imagine. Incidental game graphics, special effects (such as fog, steam and fire), and the many animations were also produced using Imagine. Initially an A1200 was used to model the ships and scenes, but work had to be moved to IBM compatibles as the scope of the project grew.



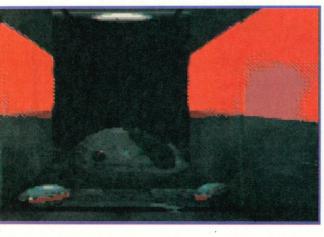
Bland technical detail time. There are eight sets of different wall graphics in the game, which will only run on an Amiga with 1 meg of chip ram and another 512k of additional ram. Angst will ship on eight floppies and will obviously be hard drive installable. DEM is currently investigating the possibility of a stripped down version that will run on a standard 1 meg Amiga, so we'll keep you posted on any developments.



Angst is, unfortunately for DEM Software, probably going to appear around the same time as the headline grabbing Alien Breed 3D, and that will undoubtedly steal much of the limelight. This is a shame because, although Angst doesn't have as many technological advancements as the Breed game, it will appeal to different people even more, especially roleplaying fans such as myself.

Initially, all graphics for the game were to be hand drawn, but four months into the project a Video Toaster (a very expensive piece of hardware used for drawing fancy pictures, not warming up bread products), was secured and hence used to render all the wall graphics. In mid-1994, Don Kittle, a graphic artist, was brought in to take care of all artwork other than the walls. Angst was beginning to take shape.





**Project** Angst

Publisher DEM Software

Team

In House

Release

April

Inspected by

Steve

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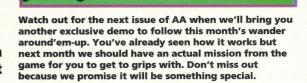
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# Me Sp

When a game appears right out of the blue, there can be a tendency to overlook it a little - regular readers may recall the minimum of fuss with which Gremlin's Shadow Fighter appeared a couple of months ago. However, just because a game hasn't had the hype of a Mortal Kombat doesn't mean it isn't any good. A company of the stature of Team 17 normally advertise their forthcoming products many months in advance, but The Speris Legacy is very definitely the exception to this particular rule. PAUL McNALLY is a sad soul who is usually taken in by even the slightest amount of media exposure, so we thought it would be safe to let him check out this latest Zelda clone.



If you're reading the magazine from cover to cover (you poor deranged soul), you'll have come across the coverdisk pages already. So, you'll know that the demo you have in your possession is the first of two that we'll be bringing to you. The finished product will feature an overall quest to defeat the bad guys along with lots of mini-missions. These will require you to carry out such tasks as bringing objects to people who will give you other key objects in return.



With a release date set for May, Binary Emotions still have a bit of time left to make all the changes they deem necessary. But from what I've seen already, The Speris Legacy is set to become one of the best Amiga games of the year. Things are looking rosy for Team 17 with this and Breed 3D on the horizon.



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A brief chat with Andy Jolly and the boys down at Binary Emotions revealed one or two exciting secrets. Initial plans involved producing the game as a platformer, but as time progressed they realised it would be possible to make a Zelda clone and thus fill a gap in the Amiga marketplace.

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I asked if there were any specific problems that had been encountered during the programming of the title. It turns out that keeping up the speed and smoothness of Cho, the main character, has proved a constant thorn in the side of the programmers, who are desperate to eradicate any kind of slowdown whatsoever.

A brief skim over the contents of these pages will no doubt open a few people's eyes. If you've got a Super Nintendo or have a friend with one, then chances are you'll have seen Legend of Zelda. Well, The Speris Legacy takes, shall we say, a certain number of influences from this console classic and brings them to the Amiga for the first time.

The Speris Legacy looks like Zelda, plays like Zelda, and to all intents and purposes is Zelda. The fact that a game like this is as good as it is is a triumph for all concerned. There is so much to do throughout the game that the Amiga public will lap this up, and rightfully so.





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By the time the finishing touches have been added to the game there'll be plenty of characters to talk to and virtually everything will be examinable and openable. Chests will have to be searched for better weaponry and other goodies that will come in handy. You know, all the usual adventure stuff.





As you can see from the screenshots, colour has been lavished on the scenery and the game does look very console-like. As for the plot, well it's a bit sketchy at the moment, but you take on the role of young Cho desperate to rid his village of the evil that has recently arrived. **Expect a fairly** difficult quest.





If the problems of slowdown on an A1200 aren't enough, the boys have to get an A500 version ready for the same release date. But they aren't worried. By knocking down the number of colours and making a few other minor tweaks they reckon that everything will be sorted out in time, and with no real loss of speed.



A quick visit to the local hostelry may provide some useful information as to the whereabouts of a certain piece of equipment necessary to complete one of the sub-missions. It may be as well to have a poke around in that little chest behind the bar because you never know what you will find if you look hard enough.

The Speris Legacy has been in 00000150 development for just over six months and Team 17 are extremely glad to get their hands on it -Witchwood (another similar game), has had the **Amiga version** shelved and will now only be appearing on the PC. So, the Wakefield lads are pretty lucky to be striking the first blow against Krisalis' Legend which is also due out soon.

At this moment in time, all the options have yet to be finalised, and you'll probably have noticed that some of those in the coverdisk demo are not functioning at present. Don't worry about this. By the time all the finishing touches have been added, The Speris Legacy should turn out to be something to look out for, especially if you like a good Amiga adventure game.



#### **Project**

The Speris Legacy

**Publisher** 

Team 17

Team

**Binary Emotions** 

Release

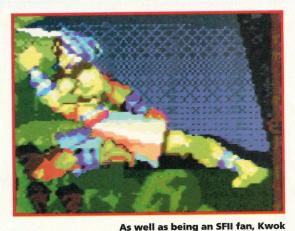
May '95

Inspected by

Chicken

# Kwok's game

Beat'em-ups are something akin to buses just at the moment. You wait ages for one to come along, then as soon as you get on it you realise you've taken the route that circumnavigates most of Eastern Europe, and that it's full of single mothers taking their sickly, crying babies to the doctor, and there's only one space to sit down, and that's next to some bloke who looks and smells as if he spent last night sleeping in a vat of rotten sprouts. Er, oh – and they all seem to come along at once too. And as PAUL ROUNDELL is keen to point out, this first commercial effort from a technologies student, is one of them.



III.

Kwok is an avid and unashamed Streetfighter II fan, and looked closely at his fave console game before embarking on this project to see what he could learn from it. "My friends and I spend a lot of time playing SFII," he told us, "and the idea of this game is to try and incorporate a few features we would like to have seen included in that." Kwok's main intention is to program a game that he himself would like to play.

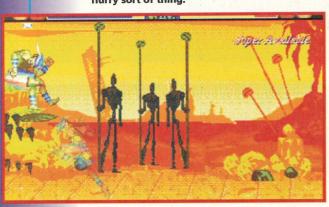
see on Sky TV, and has introduced a tag team mode along similar lines. This allows each of the two players to choose between one and nine fighters for their team and pit them against each other in a kind of knockout situation. This is a flexible option which allows for, say, a team of nine against a team of one, should you desire it. Kwok hopes this will allow inexperienced players to have a chance of 'beating' more expert fighters.

is keen on all that wrestling

business that you generally only

'Kwok's Game' is not the moniker under which this effort will be released. That's up to you, as outlined in our 'Name a Game' competition from last month. So, the more imaginative you are, the better the name it will have. Kwok Man has been brave for a first time programmer, and intends to introduce a number of new features into what he hopes will become a well received game.

Unless dramatic new techniques in data compacting are unearthed in the next week or so, the game will be a CD32-only product due to its size. Kwok appears loathe to do anything by halves, and has opted to include 32 game characters as opposed to the usual 16 or less. As usual, each character has his or her own distinctions and special moves. The game has been programmed with ease of use in mind, and the special moves are easy to find and do. On top of these are Super Moves, accessible only when your fighter has pulled off an impressive combination – kind of a finishing flurry sort of thing.



The fighters have four distinct variances in terms of, well, hardness I guess. But with increased skill comes increased complexity, meaning that the tougher your fighter, the more difficult it is to find his moves. Also to be included is the incredibly simple but ingenious Seesaw Fight. Instead of two power bars there is only one, its colour split in two at the beginning. Inflict a wound on your opponent and the bar's colour takes on more of your shade, but should he wound you back, then it's back to the middle. Theoretically, the Seesaw match could go on for hours if the opponents are equally matched.

**Project** Kwok's Game (kind of)

Publisher

Thalion

Team

**Kwok Man** 

Release

April '95

Inspected by

Paul

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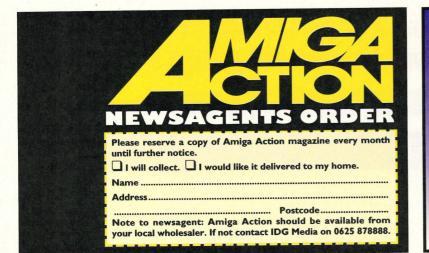
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If there's one thing you can't accuse Gametek of lacking, it's diversity of product. From Frontier to American Gladiators, they've been quietly making their mark on the Amiga over the last couple of years, and once again they've decided to take a new direction, this time with another offering in a long line of Amiga puzzle/strategy games. Baldies is the name. and domination of a cute cartoon world infested by comedic chrome domes would appear to be the game. PAUL **ROUNDELL** polishes up his slaphead in alopecia-like anticipation.



If there was any doubt whatsoever as to the origin of the title, then it is surely hereby dispelled. The little basts haven't got a decent head of hair between them, but this is of course no obstacle to Baldy world domination. There are six Baldy types in total, each with their own special skills which come into play depending on what you want to achieve.

The aim of the game is to dominate the Baldy world by ridding it of enemy tribes - you will be able to do this in a number of ways. You have at your disposal, builders, soldiers, inventors and so on, and to begin with, just a few very basic places of shelter. The idea is to have sufficient homes to house all your men, and for these places to be secure enough so that your shine-topped heroes can work on whatever task they have been allotted.

Your Baldies aren't the only follically challenged beings to inhabit the strange planet they probably call home. Enemy slappers are always close by to make your job tricky. Although the gameplay still needs considerable work, most of the graphics are in. And see this room thing here? Well, this is where your Baldies will do their work once you have established a plan of action. But why would you need a plan of action? Read on, and find enlightenment.

first of the numerous graphical worlds, later to include Egyptian, Futuristic, and, er, Mushroom. As you may have guessed with a game of this nature, taking control of these strange lands becomes progressively more difficult as you progress. **Baldies are moved around** by literally picking them up and dropping them at a desired point. Each one has his own space in the constructions you have, and as time passes, each will become more proficient at his job.

The Wooded area is the



Certain Baldies (and definitely the enemy ones), are able to traverse obstacles such as water if they have advanced to a sufficient technological level, and this is where the comedy strategy element comes in. Baldies can be deposited in trees so that they can surprise any enemy advances with sneaky ambushes, whilst others are able to advance upon enemy territory in an attempt to capture it. The rest of your Baldy tribe are best utilised staying behind to defend the land you already have.

#### **Project Baldies**

Publisher

Gametek

Team

**Creative Edge** 

Release

**April** 

Inspected by

Paul

90

Cricket eh? What are all these sims of this fine traditional sport doing cropping up so regularly at the moment? It beats us. First there was Audiogenic's neatly moustached and sparrow-legged Graham Gooch's World Class Cricket, and then there was ITS Cricket from Grandslam. And now, Team 17 are the latest to bring their challenge for the ultimate cricket simulation forward. With sprites that look as though they're fresh from Sensible Soccer, will it be as realistic as the real game or as repetitive as cucumber sandwiches? Andy Sharp checks out the wicket.

For all you statistical freaks out there, there is a comprehensive scorecard which will appear just as you would see it on the telly. In fact, as far as stat-fests go, they don't come much more comprehensive than this. What more could one ask for?



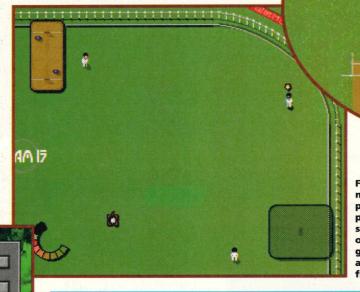
As you would expect, there are several varieties of match to choose from, ranging from a one day slogerama to a traditional five day test. This gives the player the freedom to play for as long or short a time as they please. As much detail as possible is going to be crammed into Final Over in the hope that it will become the most popular, playable and realistic cricket sim available. And guess what? It's going to sell for the knock-out price of £12.99.

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20 + 1 =

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Final Over is hoping to become the most comprehensive cricket package available, incorporating plenty of options and some surprisingly simple gameplay. An overhead view allows you to see a greater area of the field, thus allowing you to suss out your fielding positions easily.

#### **Final Over Project**

Publisher

Team 17

**Team** 

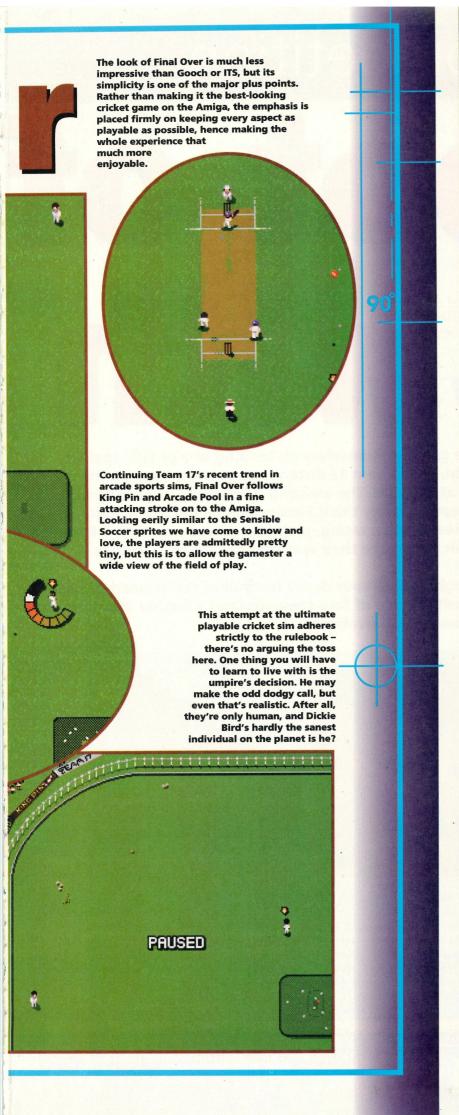
**Alan Carter** 

Release

Summer '95

Inspected by

Andy



### AMIGA ACTION...

TO The second se

It's party time next month!
Turn up early for jelly and special birthday disks.
Don't miss out!
Order your copy now.

## CompetitionCompetitionComp

# A Spot of Over £1000 with of Stuff! With

Win some of the most exclusive merchandise available. Or alternatively, end up with a useless piece of tat

the moment, with about 12 dozen projects seemingly on the go. Well, four, at any rate. The amazing Alien Breed 3D, the turborific ATR, the preposterously titled Pussies Galore and the wriggly Worms should keep action, racing, platform and, er, worm fans happy for months when they make their way into the shops at various stages of 1995.

For now though, satiate your desire for fruit of the Teamsters' loins by winning (possibly!) one of four fabulous (and a further four not-so-fabulous), game-like derivatives.



**WORMS** – Win an amazing and exclusive framed, signed and personalised piece of hermaphroditic artwork worth over £300!

Runner-up receives a load of soil from the lush Team 17 gardens, beautifully presented in a Morrison's carrier bag. It may or may not contain worms.



ALIEN BREED 3D - Win 10 videos with the word "Alien" in the title, including the brilliant Alien trilogy, worth around... well God knows, but worth a lot at any rate!

Runner-up receives, um, a crushed Cadbury's Creme Egg, because as the knowledgeable Team 17 so rightly point out, "Aliens come from eggs." Hmm...



PUSSIES GALORE – Win a pair of rock-hard, never-wear-out, sturdy as a bugger, pair of multi-award-winning Caterpillar boots, as worn by our very own art floosie Fiona, and be the envy of your poxy Doc Martensaddled mates!

Runner-up receives a tin of Prime Cut rabbit flavour Whiskas, as preferred by eight out of 10 cats (whose owners expressed a preference).

WinWinWinWinWinWin

## etitionCompetitionCompetition

# fourplay Team 174

#### How does it work?

Answer the questions below and send your entries in by the date on the coupon, remembering to include your shoe size in case it comes about that you should be blessed with the boots. Four lucky winners will be drawn and the prizes dealt out randomly, and a further four randomized winners will each receive one of the special Team 17 useless pieces of tat. Thank you.



ATR – Win a top of the range, fast-as-abast, Tamiya remote control racing car worth over £150!

Runner-up receives a smashing used spark plug from an Astra GTE 16v. [This would be the two litre version we deduce, since the 1.8 model was outmoded in 1987 and the 16v option offered for the first time in 1989, though at the time of going to press it is uncertain as to whether the plug will be from the three or five door hatch – Bland Paul.]

#### **The Questions:**

- 1. Name the female baddy from the James Bond film, Goldfinger.
- a: Pussy Galore
- b: Fanny Aplenty
- c: Wall to Wall Toot-Toot
- 2. Worms breed by:
- a: Sitting on a warm brick
- b: Eating special tablets
- c: "Doing it" with themselves

- 3. Which of the following film characters was NOT an alien?
- a: Willy from out of V
- b: Willy Wonka
- c: The alien, from out of Alien
- 4. We couldn't:
- a: Hit a barn door from three paces
- b: Tell our bottom from our elbow
- c: Think of a car related question.

Spot	of Fo	urplay	Compe	tition

Postcode: ......Age: .....

Send your entries by April 15 to "A Spot of Fourplay Competition", Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.

PLEASE TICK THIS BOX IF YOUR NAME IS BILL AND YOUR MOTHER HAS A BEARD DOWN TO HER KNEES

WinWinWinWinWinWir

# Giving The Game

# 

PART 2 Welcome to the second part of our comprehensive guide to Ocean's helicopter shoot'em-up, Jungle Strike. Foolhardy Andy Sharp laughs in the face of danger and straps himself in for the dangerous battle ahead

#### Campaign 4

#### MISSION 1 Watch Towers

It's a bit dark here to be honest. It's best to ignore Mission One until much later. You can tackle this at any stage. Have a go at Mission Seven first as this will allow you to locate the extra fuel, ammo and armour.



#### MISSION 2 Green Beret

A bit of a joke this. Simply locate your target using your map, lift him to safety, and er, that's it really. Don't forget to drop him off once you've secured the landing

#### MISSION 3 **Chopper Pads**

Be prepared for some quick manoeuvring at some of the pads as the helicopters will already be airborne with their sights fixed on shooting you out of the sky. Use a powerful weapon and retreat backwards while blasting away as they head straight towards you.

#### **MISSION 4** Scientists

This mission is pretty much identical to the next one. It's a simple stroll in the park compared to some, so enjoy it while you can. Just blast the underground pits open and lift the prisoners to safety. If there are a few soldiers scattered around blast them

#### **MISSION 5**

Relatively simple to execute if you pay close attention to each and every location. If you're feeling particularly hurried you can also tackle the rescue of the scientists at the same time. As you will know by now, your helicopter will only carry up to six people at once, so you will have to drop them off at the captured airfield.

#### **MISSION 6** Weapons Plant

The weapon plants all need destroying quickly and without too much fuss. This is



## Away





easier said than done. There are vast numbers of buildings and guns to be destroyed along with the aircraft on the production line. This is a BIG section of the campaign, and the remainder is quite simple compared to this testing mission. You have been warned.

#### **MISSION 7** Commander

Capture the enemy commander to learn the locations of each ammo supply, armour repair and replacement fuel.

Believe me you'll find this whole campaign much easier to complete. It's really up to you where you go from here, but Mission Six is the closest and one of the toughest, so it may be wise to tackle that one next.

#### Campaign 5

#### **GENERAL TIP 1** Bye Bye Buildings

Blast just about every building you come across as there's quite a bit of fuel, etc hidden inside them. Once they have been uncovered you can then see them flash up on your map screen.

#### **GENERAL TIP 2** Extra Life

There's an extra life situated in one of the buildings immediately above the UN Headquarters. Be careful not to blast it away, you may not live to regret it!

#### **GENERAL TIP 3** Motorcycle Madness

Make sure you locate the motorcycle as this is necessary to destroy the Armoured Cars in Mission Five of this campaign.

#### **MISSION 1 UN Rescue**

There are three buildings which need to be destroyed to release the hostages inside. Unfortunately, due to the limited number of passengers you can carry, this will mean travelling to the UN Headquarters on several occasions. Shoot the Drug Baron's cronies who are shooting at the UN soldiers outside the headquarters to make the area safe.



#### **MISSION 2 Drug Plant**

Blast away at these buildings but be careful not to shoot all the people inside. Some of them (namely the ones who don't shoot at you), can be airlifted for an extra bonus. Other than this, feel free to use extreme violence to your heart's content!



#### MISSION 3 Counterfeits

The counterfeit money makers are to be put out of action permanently by your own fair hand. Isn't drug dealing getting them the cash they need? Surely such a large drug dealing ring would have more than enough money! We'll just put it down to greed then. Remember to lift the wavers to safety or you'll lose this level and have to begin again.







# Giving The Game







#### **MISSION 4** Power Grid

Dead straightforward. Simply blast the pylons away to put the enemy communications out of order.

#### MISSION 5/6 Armoured Cars/Detonators

Note where the motorcycle is situated earlier and land your helicopter on the pad next to it. Then use your map to locate the five armoured cars. Once you get close they will start moving. Try to keep ahead of them and away from their guns, as they're extremely powerful. Drop a mine in their path and it will destroy the vehicles with the greatest of ease. You can then collect the detonators they leave behind. Luckily you only have to collect four of these. Now head back and collect your helicopter.

#### **MISSION 7** C4 Explosives

The explosives you will require in Mission Eight of this campaign are inside this building. Simply blast it away and take what you need.



#### MISSION 8 DL's War Room

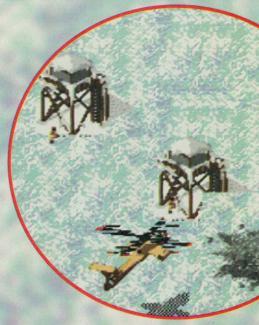
The hard work is over now and it's a small flight to the Drug Lord's War Room. Travel around blasting the enemy armoured cars away, then land outside while your copilot goes inside and plants the explosives. Collect him again after clearing the area of foot soldiers and head back to the start of the level.

#### Campaign 6

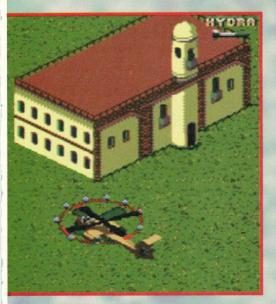
#### **MISSION 1** Wild Bill

It's certainly not very jungly in this stage. It's a little snowy to be honest, but even this isn't too difficult a task. Ignore this stage until you've done Mission Four.





# Away



#### **MISSION 4** Soviet General

Rescue the Soviet General before tackling any of this campaign because if you aren't careful you'll use all the space up inside the 'copter when you rescue Wild Bill and his buddies in Mission 1.



#### **MISSION 6 Power Lines**

This is a little trickier than the level before as it involves blasting several buildings away in the enclosure. This will be made more difficult by tanks, soldiers and gunners who are out to get you. It's best to destroy these first before tackling the buildings.



#### **MISSION 2** Radar Sites

Easy peasy. Locate the bad guys on your map and blast them away. Watch out for the odd tank etc, but don't worry too much as they won't put up much of a battle against you. Happy hunting.



#### MISSION 5 Launchers

You should have collected the Soviet General by now if you've been following this guide closely, and he will have given you the relevant information for this mission. The exact locations for all the launchers can be found on your map. Some may have protection in the form of tanks, but with a little caution these can be destroyed in no time.



#### MISSION 7/8 Fortress/Warheads

Tackle these two missions together to prevent wasting time going over old ground. The underground fortresses need to be exposed after you've located them all. They are given away by the fact that they are always close to a snow drift. Blast the roof open and shoot all the foot

soldiers and vehicles inside to reveal the deadly warheads. You can't afford to destroy more than one warhead in total or you'll have to return to the beginning of this campaign again.

Check out next month's issue for the final part of our Jungle Strike guide.



#### MISSION 3 Missile Depot

Luckily all the targets here are situated next to the radar sites, so it's little more than a practice session. Destroy the tanks and other weapons first to leave you no opposition as you blast the buildings containing the missiles, followed by the missiles themselves.





## Giving The Game

Shadow Fighter. The best beat'emup on the Amiga? Many of you think so and just for you, here's a comprehensive guide to all the special moves, cheats and er, other stuff that is cunningly hidden within the game, including the opportunity to fight as Puppaz, the macabre training mannequin, and the mighty Shadow Fighter himself



NAME:CODY **NATION:USA SPECIAL MOVES:** Kuto Kick - A Fast Punch - F Flying Power Kick - G Kuto Fireball - D



#### ACCESSING THE CHEAT MODE

Type the following codes in on the selection screen: **TEREKAKKU** 

Gives you unlimited credits **PARAPONZIPOPO** 

Allows you to fight as the macabre Puppaz **MBARIVIDISOCCAFFARIMBARI** Lets you fight as the mighty Shadow

If you're absolutely hopeless there's even a special cheat just for you: **EBBRAVOSECCU** 

Type this in at the start of each round and your opponent will lose all their energy



**NAME: YURGEN** 

**SPECIAL MOVES:** 

Gun Fire - D

Power Fist - C

**NATION: Germany** 

NAME: ELECTRA **NATION: Denmark** SPECIAL MOVES: **Electric Body - F** Power Launch - C Earth Power Energy - E **Electric Boomerang - D** Double Kick - H Spinning Jump - G



**NAME: KURY NATION: Tibet** SPECIAL MOVES: **Power Smash** Fist - D **Body Drop - C** Rock Roll - G **Spinning Fire** 

#### **Special Moves**

There are nine different joystick combinations and each will pull off a special move.

These are coded as follows:

- A Forward, Down / Forward, Down + Fire
- B Backward, Down / Forward, Down + Fire
- C Down, Down / Forward, Forward + Fire
- D Down, Down / Back, Back +
- E Down / Forward, Down, Down / Back, Back + Fire
- F Rapid Fire
- G Back, Forward + Fire
- H Down, Up + Fire
- I Jump, Down / Back + Fire

The special move activated by these codes obviously varies from fighter to fighter, so we've also included a comprehensive list of all special moves and how to get them



**SPECIAL APPLICATIONS ARE: Bowling Ball Buzzing Saw Electric Fence Force** Flame Thrower Jack-In-The-Box Punch Head Bomb



**NAME: SLAMDUNK NATION: Denmark SPECIAL MOVES:** Jumping B-Ball - C Spinning Fire Kick - H Speed Attack - G

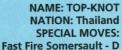
Spinning Fire B-Ball - D Head Spring Kick - B



NAME: SORIA **NATION: Belgium** SPECIAL MOVES: Spinning Roundhouse Attack - D Flying Kick - G

**NAME: LEE CHEN NATION: China SPECIAL MOVES:** Fire Handspring - H **Fist Of Falling** 

Sun - C Fire Fist - D Fury Kick - F Falling Nunchaku - A NAME: KRHOME NATION: Unknown SPECIAL MOVES: Liquid Silver Attack - D **Melting Body - E** 



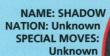
Spinning Kick - A **Power Combination - E** Speed Elbow Smash - G

Hangman's Uppercut - H



**NAME: SALVADOR NATION:Spain SPECIAL MOVES: Spinning** Powerball - C Turning Flip Kick - H Flash Panther - G

**NAME: MANX NATION: Unknown** SPECIAL MOVES: Fire Hands - A **Cutting Claws - C** Rolling Claw Clash - G **Tiger Pounce Attack - D** Falling Angel - I



NAME: TOSHIO **NATION: Japan SPECIAL MOVES:** Fireball - D Speed Dragon - E **Dragon Uppercut - H** Dragon Kick - C Circle Of Fire - A



NAME: OKURA **NATION: Japan** SPECIAL MOVES: **Electric Sword - F** Spinning Blade - C Thunder Power - J Steel Sword - A Teleport - A





**Mystery Fire - C** 

Teleport - E **Magic Carpet - A** 



NAME: TONI **NATION: Italy SPECIAL MOVES: Burning Uppercut - A Spinning Fire - E** Flame Kick - B

**Massive Uppercut - H** 





# Giving The Game

PART 2 Hack, slash, shoot, disembowel, kill, kill. That seems to sum up Dreamweb quite nicely thankyou. So, if you've still got the stomach for more blood curdling murder and mutilation, refer to part two of our Over-18's only guide

#### Is This The End? 'm not Sartain

f you remember where we were last month you should have just killed the second murderee, the Army General. Carrying on from here, you will enter the Dreamweb. Remember to speak to the keeper of the web. Once you have done this you must locate the crystal before you can leave. It is at the bottom of the map in the centre.

You will find yourself outside Sparky's. Go back to Eden's. Open her door using the keypad to the right. Enter the number - 2865. Go to the lift and use the controls. You will now find that Eden is in the bath.

Walk to Eden's bedroom. Examine the diary/organiser on the bed and use it. You will be given information regarding the address of a certain Sartain Industries. Go

to Sartain Industries on the travel screen.

Go up to the door and enter the code from the cartridge (7833) on the keypad. Walk into the building and open your inventory - use the gun. Go left and enter the lift. Use the controls. Once in combat open your inventory, examine and use the crystal. Walk down. Examine the briefcase. Open it and

take the papers from inside. Examine these papers - you now know where to find Underwood and the chapel. Enter the small room to the right before going up the stairs and on to the roof.

Go left on to the helipad. Use the gun to explode the helicopter. Dream number three will take place at this point. You will wake up and find yourself in the car park. Find the van with the tarpaulin in it and take the wire cutters. Go to the chapel's house. Use the wall to climb over it and look around - you find a cartridge containing information on the church.

#### **Boathouse Blues** Up the Junction (Box)

se this in the Network in your flat. It needs a password - SEPTIMUS. You'll then find out where the church is. Go to it. Use the wrench on the chain on the gate. The chain will break and Ryan will push the gate open. You will find the big doors at the front of the church locked so leave here for now. Go to the Underwood's boathouse. Examine the pipe in the water and use it with a cup or a bottle. Pick up the railing that you find on the sand.

Walk right and you will find yourself by the boathouse. If you try and use the balcony, the security system will be activated and will kill you. So steer clear of this.









Examine the metal plate in the top left of this location. Use this metal plate – Ryan brushes the sand off to reveal an electrical junction box. Use the metal plate with the railing – Ryan will open the junction box. Use this with the cup (or bottle) and the security system will be destroyed. You can now use the hole in the balcony to climb up. Use the hole in the windows to enter the boathouse.

#### TROLLEY DASH Richard Madeley

nce inside the boathouse, talk to Mrs. **Underwood before** shooting her! Dream number four will take place now. You'll wake up further along the beach. Now go to the church and you will find that the doors are open. Walk down until you come to the altar. Examine the altar and use it. Now examine the hole in the floor and use it. Use the tomb - Ryan pulls back the lid to reveal two crystals, a dagger and a rock. Take all of these items. In the jar by the tomb's lid is another crystal. Place these crystals in the stone design on the floor. The exit should now open up. In the first section of the corridor your

In the first section of the corridor your way is blocked by a stone door. At the top of the corridor is a statue – use it. Rotate the symbols to match the symbols on your Dreamweb key (found in the diary in the

box). The symbol should look like this: top half is a spiked semi-circle, bottom half is a plain semi-circle.

Push the crystal in the top of the statue. The door will now be open. The door to the bottom left has a triangular hole in it – a key hole. Go up and find the trolley. There are rocks scattered around. Collect them all (there are eight of them). Put the rocks in the trolley. Use this trolley. Ryan gives it a big push and it flies along the corridor.

The screen shakes – there is a crash and a wheel bounces back down the corridor. The door is now open. Walk down and you will find the priest. The priest has already changed from human form into something else. You will find his remains.

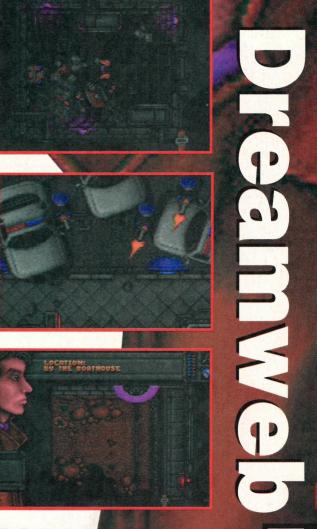
#### MADMAN'S LAIR Old Trafford

where the priest was there is actually a hole into the outside which leads to the subway. Get down to the track by using the ramp at the top of the screen. Walk upwards until you see a hole in the left hand tunnel wall. Walk to this and you will find the Madman's lair. As you explore he will appear and attempt to kill you after speaking to you. Fight and kill the madman by luring him underneath a passing subway train.

Ryan is then whisked off into the Dreamweb where the keeper speaks to him. Before long, Ryan wakes up in the real world to the sound of wailing sirens. Horror of horrors, he is then shot by the waiting police.

What? You mean we've come all this way to be shot by these inconsiderate rozzers. Do they have any idea what we've been through to get this far? We've saved the world from the clutches of the evil madman and all they can do is cruelly gun us down in cold blood.

Yes, that's about the size of it. Well okay, you've got to admit, at least it's different. Anyway, not to worry. That's your lot. Game over. What are you still doing here? Turn the page!



# Giving The Game



Having trouble with your sponsors? **Employing an ingrate with two left** feet and a head shaped like a 50p who wants an extended contract? Just generally bobbins at On The Ball? Read on, and wear your manager's coat with pride...

#### **SPONSORS**

Glory seekers

efore we get into things, it's important to know that young players have an important part to play. Always buy two or three very young players and try to build them up, as this is the best way to get a strong team for a

If you want to squeeze more money from sponsors, you'll have to negotiate. Do beware however, because the possibility that your potential sponsor will drop out increases after every round of negotiations. So, if you only have one offer, you should accept it straight away.

#### **PLAYERS** Workshy layabouts

f you offer the lowest possible wage there is a one in seven chance that a player will accept. Offering the highest grade ensures acceptance. You cannot guarantee that the player will always want the maximum contract length, as younger players are interested in shorter term deals, so that when the contract ends they can ask for higher wages. Older players will want contracts for as long as

possible, and although one year contracts are advantageous for the club, they're not too popular with players, and are only accepted 40% of the time.

#### **EARN MONEY**

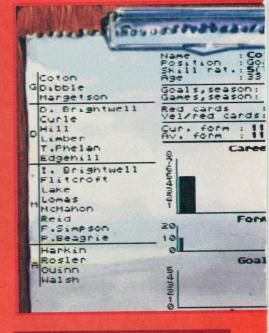
Sell, sell, sell!

he easiest way to get money is by transferring players abroad. Try to offer your lower grade players abroad regularly (as long as they're in good form), as with a little luck you can make very good profits indeed. Another good strategy is to constantly develop young players to grade three, who can then be sold for a reasonably high price.

Make sure that your wages are within reasonable limits, because only a club with international successes or ultra-successful player sales can afford top salaries over a long period of time.

One tactic is to make sure you extend the contracts of the players who are in a form crisis, as they tend to ask for less money. Players who have lost points but have high wages bring unrest into the team, so try and separate yourself from these as quickly as possible.

If you have Paul Stewart at your club, try and palm him off on a first division club with a useless manager who is willing to waste 30 grand a month on him.



#### **PLAYMAKER**

William Shakespeare

sweeper should be experienced (30 years old is a good bench mark to go off), have a high level of skill (at least five), and be in good form (around 10). If you have a player who exceeds these limits he can be used as a sweeper. The same values also apply to the playmaker, though age doesn't come into it with him. If you don't have such a player your midfield will be considerably weaker.

#### **FORM VALUES**

Price of a bench

undreds of influences affect form points, and the following should help you differentiate a player's

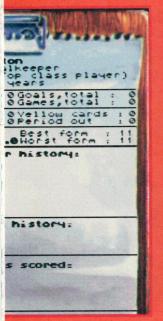
If a team makes at least seven chances in a game, the midfield players will gain one bonus point. For midfield to rate a

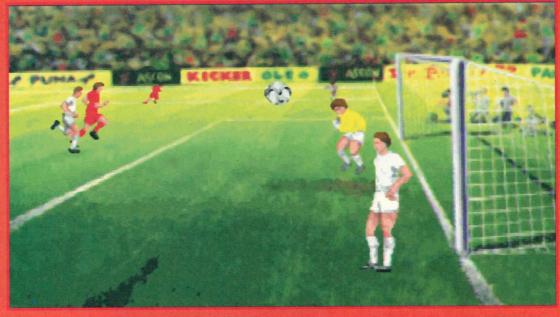
strength of more than 16, they must make nine chances, and for a strength of 24 and above they must make 11 chances. If a team makes three chances or less, the midfield will lose a bonus point. If no chances are created, each midfield player loses two points.

If the opposing team makes less than three chances, each midfield player in your team receives one bonus point. If your opponents make seven or more chances in a game, one form point is deducted from each of your midfield players.

If a forward plays four games without a goal, he loses one form point. If your









If your manager is completely incompetent he won't lose any form points, but he will buy useless players over the age of 30 in a desperate and futile bid to escape relegation, fail to buy a decent striker despite the fact the team has been crying out for one for at least the past two seasons, constantly harp on about the standard of refereeing at his club's games, and have a habit of falling out with just about everyone who ioins the club.

**GENERAL HINTS** Resign!!!!!

defence each lose two points. If your opponent scores five or six goals, your keeper and defence lose two points. If your defence is stronger than the forwards, they will lose three points.

opponents score three or four goals, your

keeper and defence each lose one point. If

opposition's forwards, your keeper and

your defence is stronger than the

If your opponent scores seven or more goals, your keeper and defence lose three points, or four if they are stronger than the forwards.

A player who has played five consecutive games loses one form point (or seven games for defenders or goalkeepers). A fit player who has not played for six games loses one form point, whereas a fit player with form above 12 points will lose one form point for every match he misses.

A player who is substituted in the first half loses one form point, unless he comes off through injury. If a player is selected for individual training, his form for the next match will increase by two points when his form is less than 10, and by one point if his form is between 10 and 15. Serious mistakes by the keeper, eg back passes, cost one form point per mistake.

he fewer forwards you play in your team, the more room they will have, and therefore the greater chance of scoring. Avoid training camps when your

team is on a roll. A crash can always happen and will spoil things no end when things are going well. Normal training sessions only have an effect for the following game. Only the offside training is long term.

It is a good idea to look after your pitch well and often (at least every five or six games), as a good pitch will go some way towards preventing nasty ligament injuries among your players.

The Brutal playing method raises the performance ability of your team by 10%, whereas playing Hard will raise it by 5%. However, a player who has already been given a yellow card will only be playing at 80% of his performance, and playing Brutal or Hard will only lead to more cards and an eventual loss of team strength.

If you set your tactics to play Fair, their performance ability will go down by 5%, and playing Nice will reduce it by 10%.

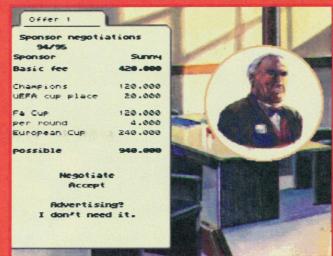
Avoid playing Hard or Brutal for long periods of time, otherwise the eventual loss of strength will quickly finish off your team. You may want to make an exception to this for difficult European ties.

And finally, here's a tip for an all-out attempt at beating the opposition.

Start with three strong midfield players and four defenders. As soon as the game begins, substitute one defender and bring on an additional midfield man. (Be careful which defender you take off because it will cost you a form point).

This new combination will produce a particularly strong offensive midfield team, and this should help generate a lot more chances.

Now away you go!



## Giving The Game

We all know what a strategy epic from Impressions means - hours of tearing your hair out as you try to rule the roost. Rest easy though friends, for advanced techniques are at hand...

#### **GETTING STARTED** Begin the Beguine

our first goal should be to increase the population of your first county through successful farming. As soon as you have the men to spare, build an army to guard the town cross, since not doing so will leave the county undefended.

Get involved in stone, iron or wood production as soon as you can, or save up funds to buy the resources you need. You should start production as soon as you have excess men, but you will need a decent population (at least 1000 men) before you will get much output.

Once you start production, you'll have to weigh the benefits of arming your troops with weapons first (which toughens them greatly and makes it easier to acquire new counties), or building a castle (which increases your ability to fend off enemy attacks). One thing to keep in mind is that if you plan to expand into a couple of counties quickly, you might as well refrain from building a castle until you expand your kingdom, as a castle is less useful in the centre of your empire since you are less likely to be attacked there.

Don't expand too quickly. It's important to keep each of your counties happy and growing. You can only control one group of adjacent counties; if your kingdom becomes divided because you lost

a central county, you will only control one of the remaining county groups. Therefore, keeping your interior counties happy is as important as defending your borders.

#### **AGRICULTURE** Old MacDonald

ou may find it easier to specialise in one crop type in each county. If you mix crops in one county, you will be faced with drawbacks that come with each of them, and may be more likely to be short of food at any given moment.

Each type of crop feeds people to different degrees, but each one also grows at different rates. Feeding and growth levels are balanced so that each crop type will produce the same amount of food in the long term. Therefore crop choice is a matter of style.

Use as many fields as possible without causing a decline in fertility and without requiring an excess of serfs to maintain them. For cattle and sheep, greater numbers of fields will increase birth rates and decrease death rates. However, for grain, you should only use as many fields as you have labourers to farm them.

Sometimes cattle and sheep die from old age, and no amount of farming can prevent it. This is why sometimes you will meet the "Need" number for either cattle or sheep, but the computer will still say that one cow will die.

However, some deaths can be avoided, or countered by increased births, when you increase the number of fields assigned to that crop type.

With any crop, there are events that will appear from time to time that kill or destroy some of its stores. Therefore, it's always a good idea to have a little extra food to cover these events.



ry not to eat your sheep. They don't give birth fast enough to replace what you would probably eat. They are a "cash crop" in that you can raise them fairly quickly and sell the wool they create for gold. Sheep are a viable food source, however, in that you can use the money that comes from wool to buy grain. Used in this way, they can feed as many people as any other crop type.

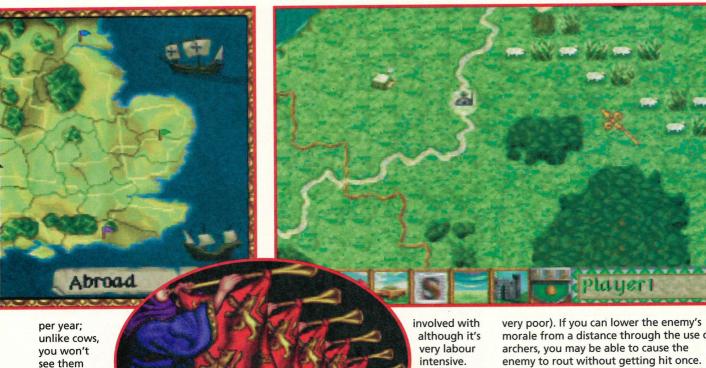
Because merchants are required to convert wool into grain, you must wait for merchants to arrive in your county (and they must sell both grain and sheep). Therefore, it's wise to build up a small stockpile of grain to hold your people through any "dry spells" when merchants don't arrive. To get a sizeable flock in a reasonable time, you may wish to buy additional sheep from a merchant.

Something to keep in mind: Sheep give birth during only one "birthing season"









RAISING CATTLE I Like to Moo-ve it

growing

However,

every season.

their annual

birth rate is a

that of cows.

little higher than

ery similar to the sheep tip this one. Again they don't give birth fast enough to replace what you would probably eat, but the dairy produce which they generate each season can be very handy. So, don't kill them if you can possibly avoid it. Be prepared to invest in your cattle crop by buying more cows; the herd will grow slowly on its own.

#### FARMING GRAIN Wheat a Minute Mr.Postman

Iways make sure you keep some grain stored for sowing. If you forget this and miss a sowing season, you can lose a whole year's worth of food. Remember that the grain you harvest has to last for four seasons.

When you allocate labour for sowing, keep in mind whether or not you will have enough men to harvest the resulting grain. It will take 1.5 times as many men to harvest as to sow. If you won't be able to fully harvest the grain, you may want to cut back on the sowing to save on grain and labourers.

Don't overplant early on. One field can feed plenty of people, and to farm too many will hurt your fertility for little benefit. Consider using grain when you're starting out. It's the cheapest crop to get

#### **BUILDING AN ARMY** War! Huh!

And, unlike

sheep, you can

cattle or

build up a

"stockpile" without

healthy grain

having to worry too

much about maintaining it.

ny type of weapon will at least double the usefulness of your fighters. Build or buy weapons as soon as possible. Use maces and axes for a more aggressive army; they are better on the attack. Use spears and axes for a more defensive army.

Arm your soldiers with maces and spears if you are short on gold, as their wages will be less this way. Archers and crossbows are invaluable for whittling down foes from a distance. No moderateto-large army should be without them. Use knights if you can afford them (and their doubled production cost).

#### FIGHTING A **GROUND BATTLE** Underneath the Archers

urround enemy fighters with more than one fighter (to attack from different sides). Attempt to lure the enemy into a marsh, and attack from the edge of the marsh. Use knights to outrun or flank the enemy.

Use archers at the start of a battle. Keep archers out of hand-to-hand with defending infantry, or they'll stop firing to attack (and their hand-to-hand ability is

morale from a distance through the use of enemy to rout without getting hit once. Eliminate enemy archers quickly if you can. Watch your morale.

#### DESIGNING A STRONG CASTLE Slow Moat to China

on't place the central defensive point on the outer edge of the castle; that makes it much easier for the enemy to launch infantry attacks on it. Add plenty of storage space for food and men; halls are good for this. While building, look at the info box's listings for men and food for guidance.

Castles tend to be capable of storing about two seasons' worth of food for their largest possible garrison (at normal rations); therefore, you may want to garrison the castle with fewer than the maximum men. Obviously that will make the food last longer.

Remember that a moat will buy you extra time in a siege, and requires only labour to build. Build higher walls; these will make it more difficult for the enemy to use ladders and siege towers.

Try for a concentric castle design, with the central defensive point in the middle, so that the enemy will have to break through the outer ring before reaching the inner one. You have enough room to build two separate outer rings on a castle. Most important, feel free to start with a small design and plan for later expansion. With enough forethought in the original design, you will have plenty of room to add more storage halls, a moat, or additional outer castle ring walls.

Towers, gatehouses and keeps add a defensive bonus to all fighter, ladder and tower attacks that occur within one square of them. Therefore, the best-defended castles will place these structures no

# ne Gam

further than two squares apart, so that their defensive areas meet.

Build a gatehouse on the castle, otherwise you will be unable to sally forth or attempt escape from a siege.

#### ATTACKING A **CASTLE** Walls Come Tumbling Down

f you're short on manpower, start by building some weapons while keeping your army at half-rations. Then divert more people to foraging after you have the weapons you need, and reset your rations to normal.

Don't place your attackers too close to the castle, as they are more vulnerable to counterattacks by the defenders. Don't attack with unarmed infantry unless you absolutely must. Convert your fighters into foragers or builders until you can use them to man ladders or siege towers.

Plan labour as it will be needed. For example, if the castle has high walls, assign builders to catapults in the first turn. In the second turn, man those weapons to knock down the walls and assign builders to make towers or ladders; hopefully in your third turn, the walls will have been partly destroyed so that you can place your newly-built weapons on them.

Try to attack from a number of fronts at once. The castle's defenders are divided evenly amongst your attacks, so the fewer attacks you make, the more defenders there are for each one. When filling a moat, you should try to fill in an area wider than one square; larger openings allow you to place more fighters, ladders and towers on the castle.

When attacking a castle with fighters, ladders and towers, try to avoid locations that are one square away from a tower, keep or gatehouse; these three structures give the defenders a bonus when repelling your attack.



#### **DEFENDING AGAINST A SIEGE** Er, Chanson D'Amour

f your forces are large enough, and you placed a gatehouse in your castle, consider taking on the enemy in a battle (but be careful, as you don't know what the enemy is armed with until you attack).

If you plan on sallying forth, garrison your castle with some armed troops. If you don't, then don't waste weapons inside the castle walls; garrison the castle with

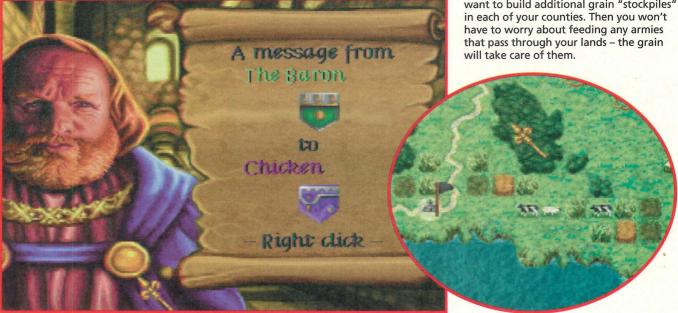
#### AND FINALLY Rat-a-tat-a-tat

ake alliances to divert some players' attacks from your territory. This may allow you to



leave some borders less strongly defended - if your enemies can be trusted. Adjust your seasonal tithe only by small increments, and watch its effect on happiness carefully. If all of your counties seem to be going sour at once, try lowering your tithe.

When attacking a county, it's good to wait for a season in which there is a merchant; if you succeed in capturing the county, the merchant may allow you to repair some of the damage done in the attack. When you can afford it, you may want to build additional grain "stockpiles" in each of your counties. Then you won't have to worry about feeding any armies that pass through your lands - the grain



Predictably enough, the "Can-youhelp-me-I'm-stuck" calls for last month's V:BTW coverdisk have been jamming the figurative Amiga Action switchboard all month. So, here to put you at ease is the solution - to this portion of the game at least...

o begin with, pick up and read the book. After your mind has devoured its contents, go right and look under the dodgy tile (the one above the plant). Pick up the Potion of Faith that you find there and walk to the left of the room until you come across what appears to be a river of fire. Drink the potion and cross the river. Continue until you come across the vaseline, then pick up the cake tin and flick the lever on the wall.

Walk through the now-open door and go left until you come across an, er, egg. No, really! Pick up the egg, then put the cake tin on the oven at the top of the room, and put the egg in the cake tin.

Walk left through the door and pick up the rusty key. Go back through the door and go down through another open door. Go left, then up until you come across a sanding machine. Put the key on the

machine and press the button on the front. You will then hear a mechanical-type whirring noise and the key will be cleansed of its rusty coating. Pick up the gleaming door opening device, then go to the room with the snail race. At the top right of this room there is a dodgy tile.

Look underneath it and pick up the sugar. Go to the green helmeted Oracle who will ask you for luck, and pick up the flour.

Return to the room with the sanding machine and open the door to the left with the key. Pick up the four-leafed clover and go back to the luck-seeking Oracle. Put the clover on the altar next to him and

> a door will open. Walk through it and you should come across another dodgy tile. Look under the tile and pick up the playing card. Put the card on the Gambler's Tomb (which you can find in the general vicinity of the carpenter), and you will be given a snail in return.

Return to the vaseline, put the snail on it, and it becomes a racing snail!

Put your sleek speedster on the snail race and watch it scoot to victory. A chest will open to reveal a Nightmare Spell, which you should take and place in front of the King's cook. The cook will now wake up after a long snooze. Put the sugar and flour in the cake tin and you should then have a cake!

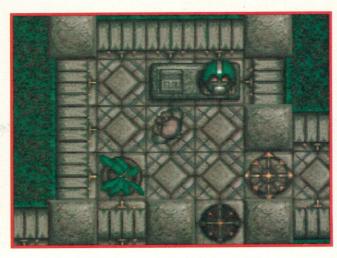
Now pick up the cake tin and place it in front of the cook. She will ice it for you. Return to the room where you found the playing card and place the iced cake in front of the maid. She will give you a key in return. Go back to the cook's room and use the key to open the door at the bottom. Walk through the door, marvel at the elegance of it all, and determine to purchase the full game soon. Woo-hoo!

NOTE: See elsewhere in this issue for the chance to buy the full version of this game at a discount price.











# Giving The Game

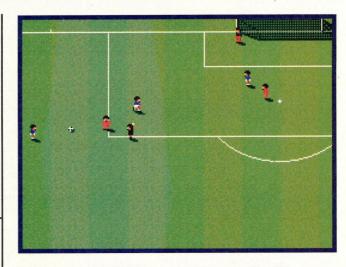
Cast your eyes once more upon the veritable feast of delights that comprise our wondrous Small Tips pages. Keep your codes and cheats coming in thick and fast and we'll do our best to print them for you

# Zeewolf

We had a bit of a strange letter from someone called Aaron who forgot his surname and address, so unfortunately the huge bundle of games we were



going to send him will have to end up at the car boot sale. Downer Aaron. Anyway, somewhere amongst his weird ramblings about addresses he got around to saying that if you type in FRAMPAGE in the password section you can fly a plane instead of a helicopter. Absolutely bizarre.



# Sensible World

Everybody has their own tips for Sensible World of Soccer, but one interesting theory comes from David Stiff(?) of Hornchurch in Essex. He reckons that you should play with a 5-4-1 formation and put your best striker as the number 11. Also, choose an attacker as number 10. Once the keeper has the ball, kick it to a midfielder who can kick it to the number 11. This player can run forward and curl it past the keeper time after time. It's a bit bland but there you go.

A more useful transfer tip is to sign Lee Chapman from West Ham because he's cheap, powerful and accurate. Oh, and we guess that means Leslie Ash will start hanging around your club too!

### **ADDAMS FAMILY**

Various codes for starting

&1Y1M - 3 hearts

V1S14 - Pugsley V919B - Fester

### **ALIEN BREED '92**

Level codes RTHAA UYTTA

### ALIEN BREED 2

More level codes.

3 - 108383

- 370101

5 - 982822 6 - 847464

7 - 737373 8 - 928112

9 - 267364

10 - 193831 11 - 090921 12 - 309383

13 - 101221 14 - 103992

15 - 998112

17 - 091233

### **BACK TO THE FUTURE 3**

Type in the code on the corresponding level story

1 - ROTTEN CHEAT

2 - LOUSY CHEAT

3 - LOW DOWN CHEAT

### **BOBS BAD DAY**

Selected level codes.

10 - XCKCCKZPE

20 - VDPEFWNG 30 - SEAGGUPH

40 - QEAIIVNJ 50 - NDPKKWPL

70 - IDPONWPO

80 - GFFQPUNQ 90 - DEASQPVR

100 - BEAUSVNT

### **BUBBA 'N' STIX**

Level codes
2 - T1QKPF?CMG

3 - PXMYGFFW7D 4 - 913XPD1LZ5

### **CANNON FODDER**

At the start, or on completion of a mission, go to the save game option and enter **JOOLS** as a filename, whereupon your leader will become an all-conquering four star

CHAOS ENGINE Level codes with infinite

money. WORLD TWO -WORLD THREE -WORLD FOUR -6UCDXU2557V2

### CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy

Level codes

2 - CEPHEUS

3 - APUS

4 - MUSCA

5 - PYXIS

6 - CETUS

7 - FORNAX

8 - CAELUM

9 - CORVUS

Level codes

Easy BACK

CINE

HALL

Normal PLAY TOIT ZAPP

SCSI

GARY CLOP

CARA

HASH

FRONTIER
If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

### **HISTORYLINE 1914-18**

1 - PULSE 2 - GOOSE

3 - SPORT 4 - BIMBO 5 - TEMPO 6 - BARON

7 - BUMM

8 - LEVEL

9 - TOXIN

10 - PRIN

11 - CLEAN 12 - XENDON

13 - SIGNS 14 - HOUSE

15 - SIGMA 16 -SEVEN

17 - ZOMBI

18 - MOVES 19 - BLADE

20 - **ZORRO** 

22 - MOSEL

24 - SODOM

Selected level codes.

10 - MILESTONE

15 - RED DWARF 20 - SMART

25 - JIMS TIES 30 - MALCY MALC

35 - MAD FREDDY 40 - BANANA MOON

45 - VISION 50 - RANGERS

55 - CONSOLIDATED 60 - PROMISED LAND

65 - (Oh dear, can't be arsed with that one...) 66 - HELP ME

70 - NIN

- LORDS OF CHAOS

76 - NOW ITS DONE

- IM OUT OF HERE

78 - HERES TO A

80 - BYE BYE BYE

URASSIC LEVELS

More of the same

10 – 7 MILE WALK 15 – ITS TOSH 20 – ALAN B STARD

25 - IDONTLIKEBRAWN

35 - BABBLE

40 - NEED MORE

45 - POUCH

55 - DRAKEER 60 - HAVE A BREAK

65 - I LOVE ME 70 - PYTHON LEE

75 - FATEANDFORTUNE 80 - FOREVER

# MMY WHITE'S NOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select **Trick Shot** mode and press [F7], then [F4] and [F1].

Then, when you hear a double click go to **Demo** 

### **KRUSTY'S FUN HOUSE**

Level codes for this... er, -

level codes

2 - WHOAMAMA 3 - FLANDERS

4 - BROCKMAN 5 - SIDESHOW

**LETHAL WEAPON** 

Mission codes.

1 - KSIIF

2 - ECYOIR 3 - FLRSKB

4 - EUOASF

Key cheats. Press [ALT] and then...

Y-I – No sprite collision Y-L – Extra lives

Y-K - Extra ammo

Y-Q - End sequence Y-(1 to 0) - Various

At the start of the game,

push down on the joystick, and pause. Press
[CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again

can turn Valdyn into the

mouse pointer. Position

him anywhere you like by moving the mouse and

### pressing both buttons

LOST VIKINGS Level codes

2 - STRT 3 - TLPT

4 - GRND 5 - LLMO

6 - FLOT 7 - TRSS

8 - PRHS 9 - CVRN

10 - BBLS 11 - VLCN

12 - QCKS

13 - PHRO 14 - CIRO 15 - SPKS

Selected course codes

UVQSNPBCM-60 HSYWYSKGC-50

Medium: NSSSXXXXS-60 **OUNDEFACG-99** 

Hard: MFFSRPYDU-60 **AFZYBOCJT-70** 

# SKGYXXXXX-57 WJMEGMEQH-60

**MORTAL KOI** Joystick control for the Death Moves – carry them out when "Finish Him"

appears near the end of a right.

RAIDEN – Towards (your opponent), away x 3, fire. EXPLODING HEAD.

fire. EXPLODING MEAD.
KANO – Away x 2, fire.
RIPS HEART OUT.
SONYA – Towards x 2,
away x 2, fire. KISS OF
DEATH.
LIP YERO – Towards SUB-ZERO - Towards, down, towards, fire. RIPS HEAD OFF. JOHNNY CAGE -

Towards x 3, fire. PUNCHES HEAD OFF. SCORPION - Down x 2, fire. FLAME THROWER. LIU KANG - Down,

away, towards, down. SCISSORS KICK. Also for **Mortal Kombat**, type **DULLARD** on the Start/Options screen and when you lose a life, your

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like



# Jungle

If our big, huge, ginormous guide simply isn't good enough for you then you'll be needing the codes won't you? Loads of you have sent them in so congratulations to everyone. Unfortunately you haven't won anything! Anyway, here we go:

Sub Attack - RSMKVSPGC7X Training Ground - 96PBLHZJF4L Night Strike - XMCRLGFDY6G San Puloso City - VHJ94MC7JLN Snow Fortress - WPYV4F3BRG3 River Raid - TG3TGDBR9C9 Mountains - 7CR94SPGC7V Return Home - N7RL7JK3BPY End Screen - LJ96YRWT7Y6

# Frontier

This handy tip allows you to reach Elite status in Frontier without all the hassle:

1. You need a 30W mining laser. 2 .Find an asteroid - the easiest place to find a suitable one is Mars where its two moons Phobos and Demios can be got at. Autopilot until you are in the vicinity, then fly manually until you are about 2km away. Now point the mining laser at the middle of it and start firing. After a while you should get the 'Well Done Commander' message and you'll have gone up the ranks.

It will take some time if you try it from Harmless though! Use Accelerated Time to speed it all up. Adam Jeffrey is responsible for that!



# **Marvin's Marvellous** Adventure

CD32 owners may be pleased to know that John Forsythe from Glasgow has spent the best part of February playing Marvin's Marvellous Adventure so that he can share a few level codes with you, our readers:

Motorcycle Falling

**Twin Peaks** Elastica

### NICKY BOOM

Level codes

- 2 KRATTY 3 - MIRTES
- 4 ARRAX
- 5 JANIR 6 - TRINOS
- SIXAN

### MICKY 2

What does it look like.

- strawberry jam?
- 3 ATIKH 4 FIRAM 5 LURNA
- 6 PALET 7 MIURA
- 8 SLORY

### BALL FANTASIES

Various ball-enhancing EARTHQUAKE VACUUM CLEANER EXTRA BALLS ANDREAS ULF MARKUS FAIRPLAY DIGITAL ILLUSIONS THE SILENTS FREDRIK OLOF BARRY

### ER MANAGER

Telephone number cheats. 250967 – Sets all tackling to 99 000123 - Sets all passing to 99 220769 - Sets all 753423 – Sets all shooting to 99 781560 – Mega cheat! Sets all skills to 99, plus £20 million. 753423 – Sets goalie skill to 99 061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

### **PUSH OVER**

20 - 15362

30 - 08718 40 - 30734 50 - 22046

60 - 17470

70 - 19071 80 - 28927

screen...
BLRBSSBJ – Permanent fast shoes RJSBJSBR – Permanent double rainbows SSSLLRRS - Permanent fast rainbows RRLLBBJS – Hidden food

# (W000000)

To skip levels type **THE DIDDY MEN** with **[SHIFT]**held down, then simply hit **[ESC]**. Several times, if you

Press [HELP] five times you will have infinite lives and are able to skip levels by pressing the space bar.

### THE SETTLERS

3 - UNITY 4 - WAVE

6 - OPTION 7 - RECORD 8 - SCALE

10 - ACRON 11 - CHOPPER

Selected level codes. 10 – 07680

90 - 28671

### RAINBOW ISLANDS

Type in quickly on the title

becomes money bags SRBJSLSB - 1,000,000

### OCOP 3

Level codes 2 - STATION

5 - EXPORT

12 - GATE

13 - ISLAND

14 - LEGION 15 - PIECE

16 - RIVAL 17 - SAVAGE

18 - XAVER 19 - BLADE

20 - BEACON 21 - PASTURE

22 - OMNUS 23 - TRIBUTE

24 - FOUNTAIN 25 - CHUDE

26 - TRAILER 27 - CANYON

29 - YOKI 30 - PASSIVE

### M CITY

Hold down [SHIFT] and type FUND for an extra \$10,000. This can be repeated but too many times wil cause an earthquake.

### K OR SWIM

Level codes, what else?
2 - BISHOPMOVE
3 - PATSY4KERMIT **HOWNOWPOWWOW** 

- RINGWORLD

- REDPLANET
- MEGALITHIC

9 - MYBREAKFAST

10 - TINYBOPPERS 11 - LOCKSALORDY

12 - HALOWEENVII 13 - NEWMODELARMY 14 - TIMEPIECE

15 - LARRYNIVEN 16 - KILLERWHALE 17 - BLUEHORIZON

### **SLEEPWALKER**

Type in DINGADINGDANGMYDA NGALONGLINGO, then In the main game press
[RETURN] for a level skip
and [TAB] to be given nine lives

Level codes.
2 - CCSAQAAAALOO 3 - DD5AQAASANMN 4 - EDSAQAQTANKM

SUPERFROG Level codes (even though everyone on the planet must already have them as they have sent them in

already)
World One: 234644 447464

477444 World Three: 343522

882311 992334

091332 World Four: 467464 818234

298383

World Five: 452234 984841 383772

World Six: 387211 981122

on

398112 Alternatively, you can press [F10] whilst still playing for invincibilty, or type IN and you will be transported to the end of the particular level you are

### IINATOR 2

To skip levels, pause the game, press [F1] to [F10], press fire, and then press [ESC]

### TITUS THE FOX

Level codes. 2 - 2845 3 - 3559 4 - 1015

5 - 1933 6 - 0738

7 - 2665 8 - 5648 9 - 1331

10 - 1802 11 - 0791

12 - 1350 13 - 2290 14 - 5052

15 - 2045 16 - 2578

Selected level codes.
5 - CLEAROUT

10 - CROSSED 15 - FIVEROWS

20 - HELPMEOUT 25 - UPANDDOWN 30 - GOFORHEART 35 - SLIPNSLIDE

40 - FIRSTGUNS 45 - RUNAROUND

50 - HACKBACK 55 - CLOSEUP 60 - LOOSEM 65 - ROCKBLAST

70 - FIRSTFIRE 75 - MOREFUN 80 - RAINDROP - RAINDROPS - SOLOMAN

90 - NODELAY 95 - FALLOUT 96 - COLOUR - COLOURUN

97 - AUTOFIRE 98 - SWEATHEART 99 - HEAVYDUTY WALKER

At the beginning of the secod level, type EAT LEAD MUDDY FUNSTER before moving

Mix the vegetables for the following spell combinations.

Cherry+cherry = Bonus room Potato+cherry = Mine Land skipped Mushroom+cabbage = Bonus room Mango+lemon = 75 stars Carrot+carrot = Bonus room Lemon+strawberry = Bonus room Avocado+orange =

10,000 points

Passwords (codes?)

seconds extra time

2 - LEMONADE 3 - PHARMACY 4 - ULTIMATE

6 - LUCOZADE

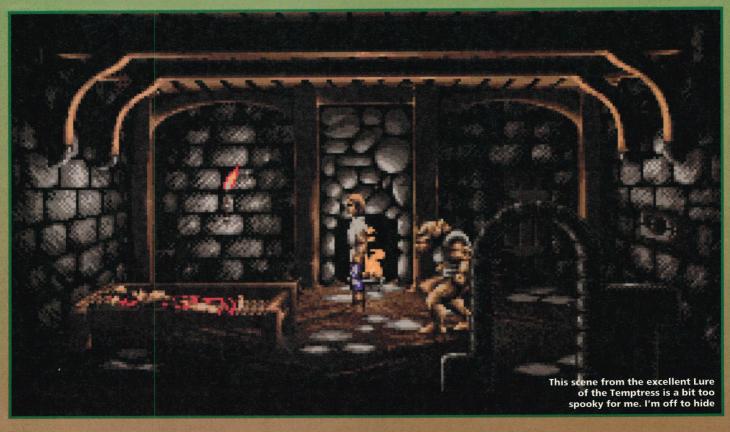
### **WOODY'S WORLD**

Level codes. Steam Castle AHJBEAEA Fishy Castle MODNAAOG Lava Castle - OKDNFAPK Checker Castle –
MPDMGAMF
Cog Castle – MKDNCAIK
Conveyor Belts –
OIHMOACO

For a level skip, key in **GOLDFISH** on the title screen, then in the game press F-keys 1-6.

SESAME Start on level 1 RONSON Start on level 2 FUNKYTUT level 3 **HISSTERIA** level 4 VISION 20 lives **OLDENEMY Stops the** ALCENTO - Percentage boosted to 99

The episode in the Boggit commune may have turned out to have been a bit of a personal disaster, but the time for freedom is here once more... as long as the CSA doesn't catch up with me



ello again loyal readers, and what a pleasure it is to be speaking to you free from the constraints of the marital home. It is hard to believe that only a few short weeks ago I was permanently shackled to a woman I had met only days before, and had managed to father a grand total of four young Boggits in the short time we were together.

You may remember that I was also keen to continue with my quest to free my father, but understandably had become a little sidetracked by the "joys" of fatherhood. Well, sentimentality has never been one of my virtues, and it quickly became apparent that if I was to ever see my father again I would have to somehow escape from the Boggit commune which had become my home. This would mean leaving behind my newly formed family, but it was a course which would have to be taken if I was to carry on towards my ultimate goal.

So, in a bid to find my freedom without raising too many suspicions, I began to ingratiate myself with the commune's inhabitants, and after a few days spent talking to the locals I had found the information I was looking for.

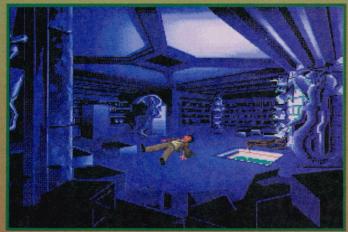
I discovered that the Boggit in charge of law and order in the commune, a certain Eric Widdle, was partial to the odd pint or two of Boddleton's Best Mildew. So, introducing myself to him as "the new Boggit in town", I hinted that the local hostelry, The Rotting Cabbage, had just opened its doors for the evening, and would he like to join me for a swift half of his favourite tipple?

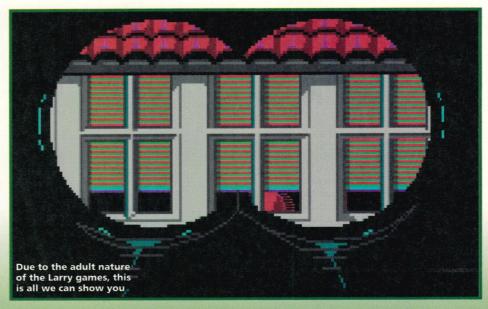
Three hours and fifteen pints of Boddleton's Best later, P.C. Widdle had provided me with a pool of vomit in my lap and a badly drawn map which he assured me would guide me through the commune's labyrinth of tunnels to the exit and freedom.

Shortly after he passed out, with his face in a bowl of rat's brains - which he had ordered but only picked at throughout our marathon drinking session - I hastened away from the pub with a determined look on my face and the map clutched safely in my hand. Thankfully P.C. Widdle hadn't noticed that I was only drinking one pint for every five he consumed, even though the rapidly wilting plant which was next to our table should have given him some cause for suspicion.

I arrived home to find my wife Esmerelda asleep, and my four children dozing in their communal playpen. Gazing upon little Roodle, Boodle, Stroodle and Dave (okay, so we only

Indy feels the after effects of one pint too many





planned for three) for what would probably be the last time in a while, I began to pen a letter to my wife explaining why I was leaving, but promising to be back as soon as I could. Hoping that she would forgive me, I stealthily tiptoed out of the house and began to follow the map I had been given.

After almost six hours and several wrong turns, I finally saw a glimpse of daylight ahead. I hurried on excitedly and 10 minutes later I found myself taking in the sights, smells and sounds of a dense jungle.

Insects, slime and wild animal droppings are everywhere, but at least I am free. It's time to continue my quest and it's time to answer one or two of your questions.

I am here to serve.

### **Lure of the Temptress**

I was playing Lure of the Temptress but gave up after many a frustrating night in my little garret trying to figure out how to get into the castle. This little puzzle crops up immediately after the visit to the dragon. Returning from the cave I found that whenever I spoke to one of the residents of that increasingly tedious village, I had the option to ask, "Do you know how I can get into the castle?"

As you do I asked every inhabitant this question, but sadly no sense could be had from any of them. They just kept coming out with the same predictable responses. The only clue I could glean from someone was that one of the

> Skorl was acting a bit strangely, which isn't much of a clue, as they are all without doubt the weirdest bunch of pixels I have ever come across.

Also, is there any way you can get Ratpouch to commit suicide, because if we walk around this village one more time people will begin to talk, and as usual they will have nothing worth saying. Virtual theatre it most definitely is not.

Karl Williams, Pontypridd

Well Karl, we are in a bit of a mood aren't we? To get into the castle you will first need to visit Ewan's shop. Wait outside until a guard enters, and by looking through the window you will be able to see him asking Ewan if he will help him kill Selena by letting him go in a barrel which is to be taken to the castle. When the guard has gone, approach Ewan and offer to take the guard's place. Ewan will agree and the guards will come to take the barrel to the castle with you hidden inside it.

# **Leisure Suit Larry 2**

On Larry 2 I have been trying to get past the KGB men on the island for a year now. I have got the barber to wax my body and grow my hair, but when the Russian blokes catch me they tell me that I have a flat chest. Can you tell me how to get past them please?

James Byron, Worcester

You've been stuck for a year? My my, what perseverance you have young James. Well, breathe a sigh of relief for the waiting is finally over. The barber may have improved your looks but there's still a little something missing. You need to go to the hotel room and enter the dressing area behind the bathroom. Forget your manly pride, change into the bikini and type PUT MONEY IN BIKINI TOP. You will now have a cleavage to die for and the KGB agents will allow you to pass. Those Russian guys must be desperate!

### **Indy Fate of Atlantis**

Could you please help me as I am stuck in the Indiana and the Fate of Atlantis game? I am in "Team" mode and in the caverns under Knossos. I have found the remains of Sternhart, persuaded Sophie to crawl through the hole and found the room where her necklace eyes start flashing, but I can't think what to do next. I've also picked up two statue heads and placed them on the shelf, but can't find anything else heavy enough. Is there something else I need to find before I can go any further? I hope you can help.

Mark Worden, Darwen

# SONOFB

Yes Mark I can help. First of all you will need to find the mural of a bull's head, horns and tail. Put the surveyor's instrument on the Head statue and look through it to the left horn. Then put it on the Tail statue and look at the right horn. You will be given an 'X'. If you dig at this X with the ship rib you should then find a moonstone. Now go to the stone pedestal and use the moonstone and the sunstone with it. Then align the disks according to the Lost Dialogue, press the spindle and a secret door will appear in the wall. Go through the door and you should find three stone heads. Pick up two of them and use your whip to get the third. These heads can then be put on the shelf to open a door.

### Simon the Sorcerer

In Simon the Sorcerer I can't get the barrel of beer from behind the bar in the Drunken Druid pub. I would be extremely happy if you would help me.

Jason Roach, Birmingham

Be extremely happy Jason. Once you have obtained the beeswax from the beehive (by using the smokebox), go to the Drunken Druid and order a drink from the barman. When he bends down, use the beeswax on the barrel. The barman will think the barrel is empty and take it outside for collection by the brewery. You can then leave the pub, picking up the barrel on your way.

### Leisure Suit Larry 3

I am having difficulties with Leisure Suit Larry 3. I am stuck up a palm tree in Part 2 (I am now Patti). Could you please tell me what I need to cross the canyon and where to get it from before I die of desperation. I am at my wits end!!! You are my last hope!!! Say you'll help!! Please. Please.

Nikki Graham, Chadderton



Go on Ryan my son, make your way into the hotel before brutally killing that rock star bloke

You do sound pretty desperate Nikki, so I think I'd better help you before you do something you'll regret. To cross the canyon you will need to make a rope from the marijuana that is growing on the cliff-top. Throw this at the rock on the other side of the canyon, then tie your end of the rope to the coconut tree. Rip your dress to act as a harness and you will be able to climb the rope to the other side of the canyon.

### Dreamweb

Can you please help me with Dreamweb for the A1200. I can reach Crane's penthouse but constantly keep getting shot after using the axe on his bodyguard. I know I need a gun from somewhere and that it's something to do with Louis and The Network. Can you tell me how to get past this problem?

James Kelly, Manchester

The gun you require can be obtained from the Pool Hall. First of all you will need to visit Louis's flat and talk to him. He will tell you where to find his Pool Hall membership card. Take the card and go to the Pool Hall where you should chat to the barman about your predicament. He will send you to the manager's office (to the far left of the Pool Hall), where you will be given a gun in exchange for a quick swipe of your credit card.

Then go to Crane's penthouse suite via the lift in the hotel and use the axe on the first

bodyguard who is sitting by the pool. The second guard will take a pot shot at you and miss, but you will make no mistake with your return of fire.

Now all you have to do is make your way into the plush penthouse suite and cover your innocent young eyes to protect yourself from the nudey romping bit.

### Monkey Island

Please could you help me with Monkey Island. I'm on the Ghost Ship, I've picked up the feather and tickled the sleeping ghost's feet and got the grog, but I can't go into the room with the squeaky door because a ghost comes out and closes it. I don't know what to do.

Colin Randall, Rhyl

Before you get on the ship you must first beg the navigator for his necklace. Then, when on board, use the magnetic compass to get the key from the wall. Use this key on the locked hatch and then go down the ladder and put some grog in the rat's bowl. You should now be able to get some fat. Use this fat on the squeaky door and it will now swing freely and silently.

Now that's over with for another month it's time to get my quest underway again. The night is drawing in and it's just beginning to go dark, so I think it's about time to grab a swift forty winks before I attempt to get out of this steamy, vineridden jungle. I think I'd better find a comfortable branch in a tree though, what with all these wild animals about I don't want to wake up under a three ton pile of elephant dung. It's supposed to be good for the complexion but even I have to draw the line somewhere. Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to: Son of Boggit, The Rucksack c/o Amiga Action, Media House, Media House, Adlington Park, Macclesfield, SK10 4NP



Simon takes an early evening stroll through a picturesque, leafy glen

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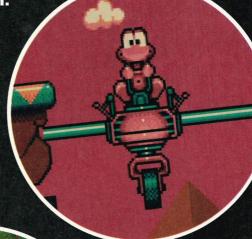
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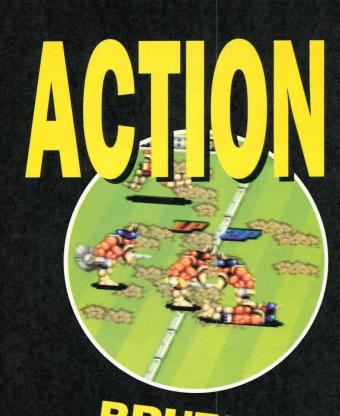


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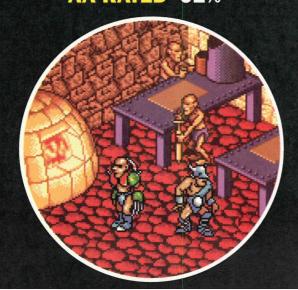
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ature returns is packed to brim with non-computer related iaperv the coming months we'll be featuring a

tured, write suggestions received.



### **Outburst!**

Parker

Subtitled 'The game of verbal explosions', Outburst! certainly lives up to its name. Many a quiet lunchtime has been interrupted by much frantic shouting and calling out as the egg timer begins to near the end of its cycle. At least that's how it seemed when a group of intelligent people were having a go one day last week. When it came to the AA team exercising our grey matter, we once again displayed a horrible ineptitude for playing these things.

Instead of frantic shouting of answers, feeble

umming and ahhing was all that was forthcoming, along with puzzled looks as we struggled to come up with 10 TV set controls within the allotted minute. However, that's certainly no slur on the game itself, because hours of fun are guaranteed for just about anyone who has more than one brain cell and a bit of imagination.

The idea is to divide the number of players (it can be anything from two to a hundred thousand if you wish), into two teams, each of which compete to get around the board as quickly as possible by guessing more of the words than the opposition. It's not a difficult concept at all, but then again the most successful ideas very rarely turn out to be anything else. This is a game very much in the traditional mould and one that the whole family could quite happily gather round over Christmas to keep themselves amused while the 'oh-so hilarious' Birds of a Feather special is on. If you ask us, this is far more entertaining than watching two fat women wobble about the screen.



### Speed

Fox Video - For Rent in March

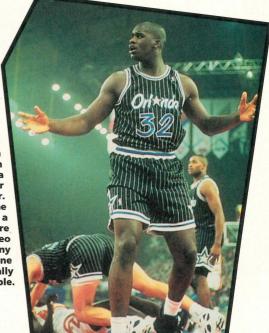
Let's make no bones about it, the storyline behind Speed is ridiculous. Briefly, there's a bomb on a bus that will

explode if the bus's speed drops below 50mph. Keanu Reeves' job is to get on the bus and make sure that it stays above that speed until he can figure out a way of either disarming the bomb or getting the passengers off without the nasty psychopath who planted it suspecting. That's it. Nothing more. No intricate sub plots, no excessive character development, just a bus and a bomb. It wouldn't be unreasonable then to expect that the film was going to last less than an hour and a half, but no, it goes on for over two hours! But don't let this put you off. If you do find yourself forced to sit through Speed you'll be treated to one of the most involving films you'll have witnessed in ages. If you haven't seen it yet then you need to make sure that you don't miss out a second time.

CBS Fox Video Sports – £10.99

Strictly speaking these videos aren't really related other than that they both feature the same sport. The NBA is taking off in a big way in this country thanks to the live coverage on Sky Sports. Clutch City is the story of the historic first NBA Championship Season of the Houston Rockets, led by the MVP & Defensive player of the Year, Hakeem Olajuwon. This is a fascinating and in-depth insight into the everyday running of a basketball team that will change your attitude to the game forever. NBA Rewind is a comic look back at the funniest and finest plays linked together by a

bloke and a woman who we assume are famous in their home country. This video does actually contain some very funny moments, and for a light hearted look at one of America's favourite pastimes, is actually highly enjoyable.





The X Files
Fox Video – £10.99
(Two videos released monthly until August)

The X Files has become something of a

phenomenon since the first series started to show on BBC 2 a couple of months ago. With the second series premiering on Sky at the moment, and over six million viewers tuning in on a Thursday night (currently BBC 2's highest viewing figure), Fox have decided that the market is ripe for the first series to make an appearance on sell through video. Throughout the months of May, June, July and August you will see two different videos released every four weeks, each featuring two 45 minute episodes. Volume One will include one episode from the series along with the original pilot, and each subsequent video will feature two episodes from the series. These will undoubtedly be collectors



MB Games

'Underrated' is a word that perfectly sums up Jenga's appeal. We can say

this because apparently it's been around now for some time and most of us have never even heard of it. Perhaps if games companies stopped wasting so much time and money pushing 'Hungry Hippos' down our throats, people would actually know that games exist that do have a little more to them than hammering away at a little piece of plastic for thirty seconds in the hope that your particularly unconvincing 'hippo' can trap more marbles than the others.

Jenga requires you to build up a tower of rectangular wooden blocks and then make sure you're the person who doesn't knock them down. Each player must remove one block and place it on the top without bringing the entire construction crashing to the ground. It all starts off being quite easy, but once you are about ten blocks or so into the game, the tower starts to become top heavy, and of course there are now gaps lower down in the construction making things even more unsteady.

When the tower starts to rock from side to side, the tension becomes almost unbearable, with each player desperate not to be the one that brings the game to an end. If you've got any friends who pride themselves at having nerves of steel, challenge them to a game of this to really test their mettle. If you want to see their hands shake, this is as certain a way as any to do it.

JENGA







### **ISSUE 61 SEPTEMBER '94**

Cover - Pinkie

Coverdisk - Impossible Mission 2025, Mine Runner, Drelbs, Cardz, Dynamite Warriors, Fleuch, Fatal Mission. Features - Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this). Reviews - Battletoads, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer. GTGAs - U.F.O. pt1, Heimdall 2 p1, K240, Out To Lunch, Son of



### ISSUE 65 XMAS '94

Cover - 4 DISK EXTRAVAGANZA!

Coverdisk - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats

Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage Reviews - Aladdin, Alien Breed - Tower Assault Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more! GTGAs - Universe Pt 2, Darkseed CD32



### **ISSUE 62 OCTOBER '94**

Cover - Bloody great disk-fest

Coverdisk - Putty Squad, Vital light, World Tour & 21 full PD games

Features - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid

Reviews - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94. GTGAs - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mum



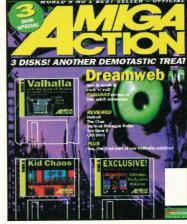
### **ISSUE 66 JANUARY '95**

Cover - Shadow Fighter

Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer

Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)

Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more! GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



### **ISSUE 63 NOVEMBER '94**

Cover - Dreamweb

Boggit

Coverdisk - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk

Features - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).

Reviews - Detroit, Dreamweb, Jetstrike CD32, Litil Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwiser, Their Finest Hour, Winter Gold GTGAs - Monkey Island 2, Valhalla Pt3, Son of



### **ISSUE 67 FEBRUARY '95**

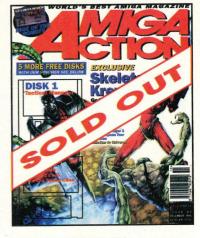
Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'emup Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey

Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



### **ISSUE 64 DECEMBER '94**

Cover - Skeleton Krew

Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case

Features - Caught in the Net (Internet), Legend: Work in Progress

Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more

GTGAs - Universe, Ishar 3, Robinson's Requiem



### **ISSUE 68 MARCH '95**

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War Features - Alien Breed 3D, Film '95, Get a Life

Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Roketz, Theme Park CD32, X-lt.

GTGAs – Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX

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# Talkback

This month Paul has been sent on a diplomacy course to enhance his letter answering skills. Unfortunately it doesn't seem to have worked

### **SPEELING TOST**

Dear Amiga Action, I am writing to complain about you spelling my name wrong for the second time. I think you people are completely deranged and have not got an English 'O' Level between you. I think the Reader Reviews are good if your name is spelt correctly, but I sent in two reviews - Aladdin and Football Glory - and somehow you printed Mike Brodie, but my name is, Qwerty Uiop, Glasgow.

You really should know better...

### **OPEN INVITATION**

Dear Paul,

With reference to your exchanges with Mr. Robson (Talkback, Feb), I don't support many of his comments - he really needs to do more for himself - but there is an element of truth in what he says about outfits who ignore returned faulty disks. They do invite piracy, if only on a small scale.

For instance, in 1993 I purchased Palladin II for around £26, started playing it, and after a short while ran into disk errors which simply froze the screen so that there was no way I could play around them. I returned the disks with a note of the errors by recorded delivery. Never heard a word, in spite of follow-ups and a letter to the MD of the company.

To this day I have a pretty box and two handbooks, which although interesting, are essentially an expensive and worthless purchase. Now if someone offered me a set of disks for a few quid, I'd take them. Under the circumstances, what would you do? Yours etc, Laurie Archer, Chichester

Good point Laurie, good point...

### **NOT GOT GOB**

Dear Amiga Action, Congratulations on another excellent issue, but please can you help me with a little problem? A guy called Gareth Floyd (I do not know if I spelled his name right, I do not really care), has just got a PC (the fool!), and has been showing off to everybody. But one day he said that the Amiga was crap and belonged in a rubbish heap, and then started to tell me about his beloved PC. Please can

you come up with some facts that will shut him up and correct this hearsay. Well done Time Warner and Mirage for making an excellent advert for Rise of the Robots - it's a shame it got banned because I cannot see anything wrong with it. Your sincerely, Barry Hale, Exeter

Facts. Well the Amiga is in far greater demand than the PC at the moment. Of course this could be because there are bugger all machines in the shops, but it is a fact. And no, of course there wasn't anything wrong with the ROTR ad. It wasn't funny, but there was nothing wrong with it.

### YAWN

Hi,

My name is Derek. I own an Amiga 1200 and I used to copy software illegally-

Thanks Dezza, but we've just had one of these.

### **MORE SHEEP** THAN PEOPLE

Dear Amiga Action, I am writing to you because I think it is unfair. Why? you may be thinking [What?, actually, but carry on.] Well I'll tell you why. I live in New Zealand and I really enjoy your magazine. I have read others but yours is the best for cheats, reviews, practically everything. But anyway, in New Zealand we get your magazine about three months late, so how can I enter any compos when they all end about two months after the issue? Could you please in future make them go on for about four months. Just give me a game and everything will be right back to normal.

Yours sincerely, Mark Wright, Christchurch, New Zealand

Everything wouldn't be back to normal though Mark, would it? I'd send you a game, and in your illogicality you'd become content once more, falsely believing that, "everything was normal again". Imagine how you'd feel then, when once more Amiga Action failed to turn up in your local news maison for months. Your whole belief system would be in turmoil, your life a virtual ruin, and it is for that reason Mark,

because I care about you so much, that alas I cannot bring myself to furnish you with software. It's for the best, believe me.

But I might do something about the competitions...

### LOSER-BOY WHITE

Right then Paul listen up, I've owned an Amiga for about six months now - I bought a job lot of games from one of my mates who bought a PC. Anyway, this is the first time I've bought an Amiga magazine and I must say, "Bloody

good stuff". So what on earth is that plank from rain-sodden Bolton, Mr. Dennis "No Brain" White on about – tell me! tell me! Come on, your reviews are excellent, the Blueprint section eye-opening, and even though I'm not a big fan of RPG's, Son of Boggit makes interesting reading, and makes me almost want to go and buy the games he's on about.

After all this good reading I come to Talk Back and Mr. No Brain, who's probably got the IQ of a sloth, is giving you a slating. He even had the nerve to send

# **WAKEY WAKEY Crap** Lette

Dear Amiga Action,

I read your article on piracy in February 1995, and to be honest I am disgusted at either your hypocrisy or naivety. I used to be one of the many people who purchased my games legally. However, after reading an article on piracy from that big-mouthed northern b\*\*\*ard Brad Burton last year [Walking the Plank, issue 58], I felt I would like to get hold of some software illegally [Er, as indeed you would], as it is cheap to do so. I wondered how many people felt the same way, so I read the article again [Uh?]. To be honest I did not know Brad Burton was literate. Then I turned to the Swap Shop pages and there were several blatant ads for contacts. I sent away my letters and got several replies.

After six months I had obtained thousands of pounds worth of software. I also used to solely buy your magazine for Swap Shop, which at least 80% of my contacts did. This I am sure you are aware of.

One morning I woke up realising my misdemeanours and decided it was better to have boxes and instructions, and therefore this ends my personal story. However, while I agree with you that piracy is

killing the Amiga, what steps have you taken? After all, in the very same Feb issue I found at least a dozen ads from people looking for Amiga contacts, and I can honestly tell you that they are not looking for pen pals to discuss the current state of Commodore affairs.

I also blame ELSPA and FAST. After all, my contacts included crackers, commercial copiers and even a person who worked for a large software company in [\*\*\*\*\* - Paul]. If I can get all this information then surely they can too.

So don't spoil your otherwise decent mag with this hypocrisy either take out all the suspicious adverts or shut up. Kind regards, A. Clark, no address

[Silence]



# **Talk**back

back the mag! Well if he doesn't bloody well want it, he can send it to me. I'm surprised he even got off his arse. Anyway, enough of him - I give nothing but praise for this mag. Top stuff, keep up the good work.

Mick (Maddog) Brunt, Worksop

Thanks. Er, dad.

### AMBIGUITY. AND THAT

Paul.

Do you remember me? Probably not. Anyway, in the letter I sent to you (last week some time), I mentioned some questions. I wondered if you could shed some light on them (I know they are bloody trivial), as I have been an avid reader for five years...blah blah blah and all the rest of the crap about how I have been a dedicated reader.

The questions:

1. On the spine of the magazine every month there are ambiguous comments. What the hell do they mean and what are their relevance? Are they "just as important" as the PHRASE OF THE

2. The "phrase of the month". Who suggests them, and again what is the purpose behind it? Are they simply silly bugger ideas?

I thought I would also tell you that you have a female admirer. A friend of mine was quite intrigued by your comments on (if I can remember), putting nails through parts of your anatomy!!!! Is there something that we (as the readers and Claire's curiosity), should know about you?

Finally, the review concerning Bloodnet (I think it was this game). The very first picture (of a mutant beast), with its caption, described you. Now that was not very nice. And if this is a true resemblance how do you use public transport without being carted off to a local zoo for mutant beasts? I'll speak to you later. From the renowned Sir Bob, HS489@greenwich.ac.uk

PS "You mayeth take a life if your mother is cussed down."

The spine messages are usually vaguely relevant to what is on the cover. If we can't think of anything relevant then we put the first thing that comes into our heads. The phrase of the month is usually vaguely relevant to something contained in the magazine, or, failing that, we put the first thing

that comes into our heads. [A bit like the reviews really - Many A True Word Spoken In Jest Ed].

I've forgotten what else you asked to be honest, and despite the fact that by this stage it will be right here on the page, I can't read your letter at the moment because it's still in my email thing. Never mind though eh?

Oh, and thank you, but my mother is fine.

### A BIT OVERKEEN

Dear Paul.

Thanks very much for the letter [Huh?]. My name is James Sharples and I am 13. I found your letter very amusing, especially the part about the little git who spotted the mistake [?]. If I were you I would not bother correcting it and bugger the bugger who wrote in.

I heard you had a bad Christmas. I don't think I did too well because at first I thought my parents' divorce was a bad thing, but now I'm not so sure because there are a lot less arguments and a lot more presents - yeh!!

I don't know about you but I'm a Leeds Utd fan and I got loads of stuff on them - boardgame, wallet, mug etc etc and many other presents. What is it like writing your own magazine? Are you quite rich? I am not surprised that your magazine is No. 1 because it is very enjoyable and when it is due every month I wait at the letter box for it.

Anyway, enough of that. I have designed some characters for you. Would you pass them on to a computer game company (a good one), so that if I'm lucky they might use them. I hope you are OK and I look forward to hearing from you or reading from you next. With best wishes, James Sharples, Wakefield

You fancy me James don't you? Somehow you've got it into your head that I'm looking for pen pals and you're ruddy well trying to cop off with me. Stoppit.

### STOP THEIR DOLE!

I like your mag, but (yes, there's always a but), try the following: 1. Superleagues. Who cares what the 597th best platform game is? Try making them smaller, and so less annoying. Maybe only print them every other month as well. 2. Competitions. Slap them on the back of adverts will you? It's

annoying when you have to chop half of an article off just to enter a competition.

3. Coverdisks. Let's not have any more of this decompacting business because it's not nice. And you don't really need two pages to tell somebody how to put a disk in DF0 surely?

4. Don't slag off games for being too hard eg Cannon Fodder 2. I never played Cannon Fodder so I can't comment upon how hard the sequel is in comparison, but whilst I am prepared to admit that it is extremely hard, I dispute that this is necessarily a bad thing. As far as I'm concerned, it just provides a greater challenge and extends the lifespan of the game.

I've played far too many games that I could complete in a couple of days (but then maybe I'm just a

gaming genius).

5. Send me a game, because I'd be grateful. Cheers, Paul "Bloody Student"

Henchliffe, P.A.Henchliffe@sheffield.ac.uk

PS Thanks for sending me Apocalypse and Jimmy White's, but I still finished Apocalypse after only a few days and...

- 1. OK then.
- 2. OK then.

3. When you've spent over half an hour explaining to a Polish bloke who for no reason at all informs you he's in a truss and has lived in Rhyl since the second world war that Sierra Soccer will not only fail to load on his 286 PC, but will struggle to emerge with any credit on his A500+ because he's formatted the disk, then believe me, you'll want to make things crystal clear from there on out. 4. If a game's hard we won't slag it off. If it's too hard, then just as we would if it were too easy or too full of bugs, we'll mark it down accordingly. 5. Oh I will, I will.

PS. So play Jimmy White's then...

# OSCAR AND CHEESE

Dear Paul,

Having just read your excellent feature on the game licences that didn't make the grade (Film '95, issue 68), I've realised one very important omission. Where was Philadelphia?

Imagine it - you're Andrew Becker, a struggling New York lawyer, and for years you've dreamed of getting yourself out of the rat race and into the dairy produce industry.

Well today's your lucky day, because your great uncle or some other mad relative you haven't seen in years has died and left you a cheese factory in his will.

But before you can take over the helm, you have to prove you're worthy by collecting numerous cartons of tasty Philadelphia that have been scattered across the platform-like levels.

On your travels you'll come across many enemies including the Homophobic Lawyers Guild, who are out to stop you at any cost.

The cheese lies at the end of each level in a special bonus stage and every time you miss collecting a piece you become a little bit ill.

And watch out! If you miss too many, in the tradition of platform games, a life is lost.

So what do you think? Is a letter to Ocean or Electronic Arts in order to set the ball rolling? Yours, game-designingly, Richard Cain, Fareham, Hants

Almost Richard, almost, but it needs a little bit more thought first. Maybe add excitement to the affair by having partially timed levels, where unless you locate the CD player fairly quickly, the dreadful operatic dirge ("Ah, the cellos...") kills you.

And perhaps you could set one level in the Stallion Theatre - a similar sort of thing to the slime level in Superfrog where you have to be careful where you walk for fear of what you might step in.

And instead of hit points you could maybe have a "Lesion-ometer" - [And, er, that just about wraps up this reply readers - The Taste Police].

### AND FINALLY...

Dear Paul,

In response to SWOS or Dross last month, I've played SWOS and won the Premier League in only my third season, having won promotion twice with Birmingham. So there you go, it can be done! S. Cornwall, Birmingham.

Thank you S. Thank you very much. You certainly got the gist of that. Why do I bother ...?

Send desecrated pictures of the Queen to:

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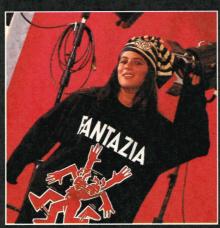
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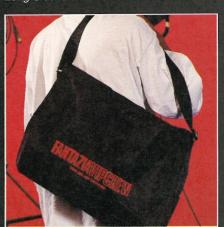
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# Super Leagues

Due to the measly Amiga release schedules of the majority of software companies, only a small number of new games appeared on the market last month...

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- Gremlin
  16 HERO QUEST + Data Disk
- 17 ASHES OF EMPIRE
- 18 CYBERCON III
- SWORD OF HONOUR
- **20 LORDS OF TIME** Software Business
- **XENOMORPH**
- 22 BARBARIAN II
- 23 SHADOW OF THE BEAST III
- Psygnosis

  24 ROCKET RANGER
- Cinemaware
  25 CAME FROM THE DESERT +Ant Head
- Cinemaware
  26 HORROR ZOMBIES/THE CRYPT
- **27 UNREAL**

- **28 DRAGON STONE**
- Core Design
- Ubisoft
- 30 ORITUS
- CRYSTALS OF ARBOREA
- **32 VOODOO NIGHTMARE**
- LAST NINJA 3
- 34 ABANDONED PLACES
- Electronic Zoo
- **36 NINJA REMIX**
- COLORADO
- 38 BLOODWYCH +Data Disks Mirrorsoft
- 30 COLDITZ
- Digital Magic
- INDY/FATE OF ATLANTIS
- **42 HARE RAISING HAVOC**
- Infogrames
- 44 MERCENARY III
- Novagen
  SHADOW OF THE BEAST II
- Psygnosis

  46 DIZZY'S EXCELLENT ADV
- CodeMaste THE SIMPSONS
- 48 DEATH TRAP
- Anco

  APP DRAGON'S LAIR III
- Readysoft
  TREASURE TRAP
- CodeMasters
  SHADOW OF THE BEAST
- Psygnosis

  1 INFESTATION
- Unknown
  53 RESOLUTION 101
- **54** NEUROMANCER
- **55 RAN XEROX**
- 56 BATMAN CAPED CRUSADER
- WEIRD DREAMS Rainbow Arts
  SPACE ACE II
- Readysoft

  SIR FRED
- **60** HEROES OF THE LANCE
- STORMLORD
- Unknown
  62 THUNDERBIRDS Teque/UBI

- **63** GHOSTBUSTERS 2
- Activision

  64 BOROBODUR
- BRIDES OF DRACULA
- Gonzo Games
  NIGHTBREED (INTERACTIVE)
- GUY SPY
- Readysoft

  SR THE RETURN OF MEDUSA
- OMNICRON CONSPIRACY
- Unknown

  TO BLADE WARRIOR
- Unknown CHAOS IN ANDROMEDA
- 72 BADLANDS PETE
- Arc
  UNIVERSAL MONSTERS
- Readysoft
  DRAGONS LAIR 2
- SINGE'S CASTLE
- Readysoft
  DRAGON'S LAIR
- Readysoft BARBARIAN Palace OBLITERATOR
- Unknown

  CRIME DOES NOT PAY
- KRISTAL
- **GALDREGON'S DOMAIN**
- Unknown
  83 EYE OF HORUS
- 84 PYRAMAX
- Unknown

  STHEME PARK MYSTERY
- Mirrorsoft
- Psygnosis

  PAC LAND
- Unknown
  THREE STOOGES
- Cinemaware

  BO HEART OF THE DRAGON
- Dynamix 90 MICKEY MOUSE

### **Adventure**

- VALHALLA/BEFORE THE WAR
- **MONKEY ISLAND 2**
- US Gold INDY/FATE OF ATLANTIS
- BENEATH A STEEL SKY Virgin STAR TREK
- SIMON THE SORCERER
- DREAMWEB
- LEGEND OF KYRANDIA
- LURE OF THE TEMPTRESS
- SECRET OF MONKEY ISLAND

- CURSE OF ENCHANTIA
- Core Design
  RISE OF THE DRAGON
- DARK SEED Cyberdreams BLOODNET
- THE CLUE
- Black Legend
  LABYRINTH OF TIME
- MADDOG WILLIAMS
- Game Crafters
  INDY/LAST CRUSADE
- Lucasfilm KGR
- Virgin
  MEAN STREETS
- US Gold KINGS QUEST VI
- **OPERATION STEALTH**
- LEISURE SUIT LARRY 5
- CRUISE FOR A CORPSE US Gold
- WAXWORKS COSMIC SPACEHEAD



- **ELVIRA/MISTRESS OF DARK**
- Accolade
  ELVIRA II/JAWS OF CERBERUS
- Accolade
  KING'S QUEST SERIES
- HEART OF CHINA
- MANIAC MANSION
- Eldersoft
  NIPPON SAFES INC
- UNIVERSE
- Core Design
  INNOCENT UNTIL CAUGHT
- US Gold WILLY BEAMISH
- Sierra HITCHHIKERS GUIDE Infocom
  CODENAME: ICEMAN
- Sierra
  POLICE QUEST SERIES
- Sierra
  FUTURE WARS
- LEATHER GODDESSES
- Infocom
  LEISURE SUIT LARRY 1, 2 & 3
- SPACE QUEST IV
- SPACE QUEST 1, 2 & 3

46 TRIAL BY FIRE

ZAK MCKRAKEN

Lucasfilm ZORK TRILOGY

Infocom SUSPICIOUS CARGO Gremlin

50 WONDERLAND

Virgin

Silmarils
PLAN 9 FROM OUTER SPACE

Gremlin
MAUPITI ISLAND

Lankhor
54 PLANETFALL

55 GUILD OF THIEVES

Rainbird **56 STATIONFALL** 

Infocom

**58 INNOCENT UNTIL CAUGHT** 

Psygnosis
CONQUESTS OF CAMELOT

**60 LURKING HORROR** 

Unknown
ULTIMA SERIES

Origin Mindscape

62 MANHUNTER SERIES

HOOK

Ocean B.A.T.

Ubi Soft 65 DEJA-VU 1+2

Mirrorsoft SHOGUN

SPELLBREAKER

WISHBRINGER

CHRONOQUEST SERIES

Psygnosis **ENCHANTER** 

Infocom

71 SORCEROR

Infocom
BEYOND ZORK

Infocom
73 ZORK ZERO

Infocom SUSPECT

Infocom BUREAUCRACY

Rainbow Arts

Infocom 77 TIME

Rainbird INFIDEL

Infocom CORRUPTION

Rainbird FISH

Rainbird

JINXTER

Rainbird

THE PAWN

Rainbird

83 SUSPENDED

TIMES OF LORE

Origin
COLONEL'S BEQUEST

Sierra

WEEN

Loriciel

GOLDRUSH!

Sierra FASCINATION

Digital Integration
STARCROSS

HOLLYWOOD HI-JINX

Infocom

### Shoot'em-up

**CHAOS ENGINE** 

Renegade
DESERT STRIKE

Electronic Arts
SKELETON KREW

Core Design
TOWER ASSAULT

ATeam 17
GUARDIAN

S ALIEN BREED 2

Team 17
7 BANSHEE Core Design



PROJECT-X

Team 17 ALIEN BREED '92

BLOOD MONEY

Psygnosis

ALIEN BREED

Team 17

JUNGLE STRIKE

**TURRICAN 3** 

Renegade
SEEK AND DESTROY

Mindscape WALKER

Psygnosis SILKWORM

The Sales Curve
TURRICAN 2

Rainbow Arts
OVERKILL

Mindscape ZEEWOLF

Binary Asylum
21 URIDIUM 2

22 BLASTAR Core

**23 JET STRIKE** 

Alternative
SUPER STARDUST

Team 17
25 CYBERPUNKS

Core Desig

SIMULCRA

MicroStyle

27 XENON II - MEGABLAST

Renegade
28 THE KILLING GAME SHOW

29 X-OUT

Rainbow Arts

DISPOSABLE HERO

Gremlin T2 ARCADE

Virgin **32 Z-OUT** 

Rainbow Arts

Blue Byte
34 R-TYPE II

Activision

35 MIDNIGHT RESISTANCE

Ocean
36 FIREFORCE

37 MICROCOSM

Psygnosis ALCATRAZ

Infogrames PANG

Ocean VENUS

Gremlin

EPIC

Ocean APOCALYPSE

Virgin 43 R-TYPE

Activision
BATTLE SQUADRON

Ubisoft 45 AMNIOS

Psygnosis WOLFCHILD

Core Design

SPACE GUN

LETHAL XCESS Grandslam

VITAL LIGHT

RUBICON

21st Century
WING COMMANDER

Mindscape

ANARCHY

Unknown
53 OPERATION THUNDERBOLT

Ocean

MEAN ARENAS

**55** WINGS OF DEATH

Thalion
56 WARZONE

Core Design
57 ESCAPE FROM THE ROBOT

**58 MONSTERS** 

59 STELLAR 7

60 ORK

Psygnosis STARDUST

**62 VIDEO KID** 

Gremlin

63 FLY HARDER

Krysalis **64 PEGASUS** 

Gremlin

55 HOSTILE BREED

Palace

66 BONANZA BROS

**67 FIREHAWK** 

Codemasters

58 FANTASTIC VOYAGE

**69 STRIDER II** US Gold

70 ATOMIC ROBO-KID

Activision
THE EXECUTIONER

ARMALYTE

Thalamus
73 OPERATION WOLF

SHADOW DANCER

US Gold SUPER SPACE INVADERS

Domark LINE OF FIRE

US Gold XENON

Renegade
MONTY PYTHON

Virgin
TERMINATOR 2

Ocean SUPER SKWEEK

Loriciel BATTLESTORM Ubisoft

ROBOCOP 2 Ocean

AGONY

Psygnosis STARUSH Uhisof

MERCS

US Gold BAAL

Unknown ST CAVITAS Unknown

88 ALIEN STORM

WARLOCK THE AVENGER

OO CARDIAXX Electronic Zoo/Team 17
TOTAL CARNAGE

**92 WESTPHASER** Loriciel

FIRE AND FORGET

Titus 94 STARRAY

Logotron

S PREDATOR II

Mirrorsoft

GHOST BATTLE

97 FRENETIC

Audiogenic

98 THE SPY WHO LOVED ME

Domark
99 TOTAL RECALL Ocean

Ocean

Ocean

Electronic Zoo **Sports Simulation** 

SENSIBLE WORLD OF SOCCER Renegade
2 FOOTBALL GLORY

3 SENSIBLE SOCCER

Renegade 4 GOAL

Virgin
SPEEDBALL 2

Renegade

6 PRO TENNIS TOUR 2

Ubi Soft

MAN UTD LEAGUE CHAMPS Krysalis

SUPER LEAGUES AMIGA ACTION 91

# **Super** Leagues

- 8 PGA EUROTOUR
- PREMIER MANAGER 3
- 10 JOHN MADDEN
- Electronic Arts

  11 PGA TOUR GOLF + Data Disk
- **12 PREMIER MANAGER 2**
- 13 GRAHAM GOOCH CRICKET
- Audiogenic
  PREMIER MANAGER
- 15 MICROPROSE GOLF
- MicroProse 16 ON THE BALL
- Daze
  WORLD CLASS RUGBY
- BRUTAL SPORTS FOOTBALL Millennium



- WINTER OLYMPICS
  - U.S. Golo
- **20 EUROPEAN CHAMPIONS**
- 21 PLAYER MANAGER
- Anco
  22 WILD CUP SOCCER
- SPEEDBALL
- **24 JIMMY WHITE'S SNOOKER**
- 25 ARCHER MACLEAN'S POOL
- **26 WORLD CLASS LEADERBOARD**
- SIERRA SOCCER
- Sierra (obviously)
  28 ARCADE POOL Team 17

- 30 KINGPIN
- Team 17
- TEST MATCH CRICKET
- Challenge
  32 THE MANAGER
- **GAMES: SUMMER EDITION**
- 34 CHAMP MANAGER '93
- **AMERICAN GLADIATORS**
- NICK FALDO'S CHAMP GOLF
- CHAMPIONSHIP MANAGER
- Domark 38 KICK OFF 2
- Anco
- FIFA SOCCER
- Electronic Arts
  TENNIS CUP
- Loriciel TV SPORTS FOOTBALL Mindscape
- **42 CALIFORNIA GAMES** US Gold
- **43 WEMBLEY RUGBY LEAGUE**
- Audiogenic Rage

- **45 PRO TENNIS TOUR**
- 46 JAHANGIR KHAN SQUASH
- **GRAHAM TAYLOR'S**
- 48 RBI 2 BASEBALL
- Mindscape
- **50 THE AQUATIC GAMES**
- **51** TV SPORTS BASKETBALL
- **52 SUPER SPORT CHALLENGE**
- 53 RYDER CUP
- Ocean
  54 TENNIS CUP 2
- SOCCER STAR
- LIVERPOOL
- WINTER SUPERSPORTS '92
- **58** J BARNES EURO FOOTBALL
- ZANY GOLF
- **60 EURO SOCCER**
- MAN UNITED EUROPE
- TV SPORTS BASEBALL
- Mindscap FIENDISH FREDDY
- Tynesoft
  INTERNATIONAL SPORTS
- Empire
  65 MASTER BLAZER Rainbow Arts
  66 TIP OFF
- **EUROPEAN FOOTBALL CHAMP**
- **WAYNE GRETZKY HOCKEY 2**
- **69 TACTICAL MANAGER**
- MICROPROSE SOCCER
- INTERNATIONAL SOCCER MicroProse
- WORLD CUP USA '94
- THE CARL LEWIS CHALLENGE
- Psygnosis
  CALIFORNIA GAMES II
- 115 Gold MEGA SPORTS
- **GRAND MONSTER SLAM**
- Rainbow Arts
  WORLD GAMES
- PROJECTYLE
- **PURPLE SATURN DAY**
- Infograms
  ADVANTAGE TENNIS
- **EMPIRE SOCCER**
- WWF WRESTLEMANIA Ocean
- STORMBALL Millennium
- **ITALY 1990** US Gold
- FACE OFF ICE HOCKEY
- BILLIARDS II Infoarams

- 88 REBEL RACER
- Unknown

  BO I PLAY 3D SOCCER
- 90 WORLD CHAMP SOCCER
- Unknown

  1 STEVE DAVIS SNOOKER
- 92 FOOTBALL MANAGER 2
- 93 JACK NICKLAUS GOLF
- 94 FOOTBALLER OF THE YEAR 2
- 95 3D TENNIS
- 96 WILD WHEELS
- 97 RUGBY/THE WORLD CUP Infogrames
  98 RUGBY LEAGUE COACH
- Audiogenic

  SUPER LEAGUE MANAGER
- **EUROPEAN SUPERLEAGUE**

# **Flight Simulation**

- TREACH FOR THE SKIES
- Virgin

  2 FLIGHT OF THE INTRUDER
- 3 GUNSHIP 2000
- MicroProse



- FALCON & MISSION Disks 1 & 2
- Mirrorsoft 5 TORNADO
- Digital Integration **6 F1 17A**
- 7 COMBAT AIR PATROL
- Psygnosis

  B 1 7 FLYING FORTRESS

- **OVERLORD**
- Virgin

  10 DOGFIGHT
- THUNDERHAWK
- 12 F-19 STEALTH FIGHTER
- 13 THEIR FINEST HOUR + Data Disk
- Lucastilm 14F-16 COMBAT PILOT
- Digital Integration
- **16BATTLEHAWKS 1942**
- 17 FIGHTER BOMBER
- 18A320 AIRBUS
- Thalion
  19A-10 TANK KILLER V1.5
- Sierra
- **20** GUNSHIP MicroProse
- 21 BIRDS OF PREY Electronic Arts
- Kompart

- 23 DAWN PATROL
- Empire 24 SHUTTLE
- Virgin
  25 PROFLIGHT
- **26 INTERCEPTOR**
- Unknown

  TELIGHT SIMULATOR 2
- 28 KNIGHTS OF THE SKY
- MicroProse MIG-29M SUPER FULCRUM
- Domark 30 F-29 RETALIATOR
- F-15 STRIKE EAGLE II
- MicroProse
  32 A-10 TANK KILLER
- 33 MIG-29 FULCRUM
- **34 TOWER FRA**
- WINGS Cinemaware
- **36 SKYCHASE**
- Microprose
  F-15 STRIKE EAGLE
- MicroProse 38 ATF II
- Digital Integration
  39 FIGHTER DUEL PRO
- Jaeger Software
  40 CHUCK YEAGER Electronic Arts

# Racing

- Acid Software

  2 LOTUS ESPRIT TURBO CHALL
- 3 BUMP N BURN
- Grandslam 4 FORMULA ONE GRAND PRIX
- MicroProse

  5 SUPERCARS 2
- Gremlin 6 ROADKILL
- Acid Software

  TLOTUS TURBO CHALLENGE II
- 8 ATR
- POWERDRIVE
- **10** OVERDRIVE
- STUNT CAR RACER
- MicroStyle
  12 NO SECOND PRIZE
- NITRO
- Psygnosis

  14 LOTUS III
- 15 LAMBORGHINI
- 16 F17 CHALLENGE
- MICRO MACHINES
- 18 JAGUAR XJ220
- Core Design
  19 TOP GEAR 2 **20 HARLEY DAVIDSON**
- Mindscape
- Domark 22 VROOM
- - Unknown

AMIGA ACTION SUPER LEAGUES

- 23 BILL ELLIOT'S NASCAR
- Gametek
  24 CRAZY CARS 3
- 25 INDIANAPOLIS 500
- Electronic Arts

  26 NIGEL MANSELL
- Gremlin
  27 SUPER MONACO GP
- US Gold
- 28 TEST DRIVE 2
- Accolade TOYOTA RALLY
- Gremlin
- COMBO RACER
- Gremlin 31 SUPER OFF ROAD RACER
- Virgin
  32 SUPER CARS Gremlin
- 33 TEAM SUZUKI Gremlin
- LOMBARD RAC RALLY
- Mandarin SUPER HANG-ON
- Activision
  JUPITER'S MASTERDRIVE
- Ubi Soft

  37 RVF HONDA
- MicroStyle
  INDY HEAT
- The Sales Curve
  39 PSYBORG
- **40** 4D SPORTS DRIVING
- Mindscape
  OUTRUN EUROPA
- US Gold HARD DRIVIN' II
- Domark
- ROAD RASH
- Flectronic Arts



- **44** GRAND PRIX CIRCUIT
- **TURBO OUTRUN** US Gold
- 46 HARD DRIVIN'
- Domark
- BADLANDS
- Domark
- PRIME MOVER
- Psygnosis
  THE CYCLES
- Ubisoft
- CHASE HQ II
- Ocean
- 51 POWERDROME Ubisoft
- 52 OVERLANDER
- 53 TEST DRIVE
- Accolade

  54 BURNING RUBBER
- Ocean 55 RED ZONE
- Psygnosis

  56 CISCO HEAT
- Mirrorsoft

  57 RACE DRIVIN'

- **58** MOONSHINE RACERS
- Millennium
  59 FERRARI FORMULA 1
- Virgin
  60 THE ULTIMATE RIDE
- Mindscape

### Beat'em-up

- 1 MORTAL KOMBAT II
- Acclaim

  RISE OF THE ROBOTS
- Mirage

  MORTAL KOMBAT
- Virgin

  4 ELFMANIA
- Renegade



- **5** SHADOW FIGHTER
- Gremlin
- IK+
- System 3
  7 BODY BLOWS Team 17
- B PANZA KICK BOXING
- TORVAK THE WARRIOR
- Core Design
  BODY BLOWS GALACTIC
- Team 17 BUDOKAN
- Electronic Arts
  STREETFIGHTER II
- **ORIENTAL GAMES**
- Unknown
  AFTER THE WAR
- VIGILANTE
- US Gold
- WRATH OF THE DEMON
- Readysoft
  SHADOW WARRIORS
- FINAL FIGHT
- US Gold NINJA WARRIORS
- Virgin
  GOLDEN AXE
- SWORD OF THE SODAN
- Activision
  CHAMBERS OF SHAOLIN
- Grandslam
  23 METAL MASTERS
- Infogrames
  24 BLACK TIGER
- US Gold
- DARKMAN
- SKULL AND CROSSBONES Domark
- **DOUBLE DRAGON III**
- Virgin
  DYNASTY WARS
- US Gold
- PITFIGHTER
- Domark FULL CONTACT
- Team 17
- Mirrorsoft
- DINOWARS

- Unknown
  33 NIGHTBREED (ARCADE)
- 34 ROGUE TROOPER
- Krysalis
  35 DOUBLE DRAGON II
- Virgin
  36 LAST NINJA 2 System 3

- **37 IVANHOE**
- Ocean
  38 WILD STREETS
  - Titus
- 39 DR DOOMS REVENGE
- Entertainment International
  40 COUGAR FORCE

## Strategy

- 1 SIMCITY 2000
- 2 SETTLERS
- Kompart

  THEME PARK
- Electronic Arts
- 4 UFO
- Micropro
- 5 DETROIT
- Impressions
- 6 POWERMONGER + Data Disk
- Electronic Arts
- 7 UTOPIA + Data Disk Gremlin
- 8 MEGA LO MANIA
- Mirrorsoft
  POPULOUS II
- Electronic Arts
  CIVILISATION
- MicroProse DUNE II
- Virgin 12 K240
- Gremlin 13 PIRATES! GOLD
- MicroProse 14 CAESAR
- 15 SABRE TEAM



- 16 REUNION
- D-DAY
- 18 LORDS OF THE REALM
- 19 GLOBAL EFFECT
- Electronic Arts

  20 DREADNOUGHTS
- Turcan Research
- FIELDS OF GLORY
- Microprose
  22 CAMPAIGN 2
- Empire 23 GENGHIS KHAN
- Infograms
  24 GENESIA
- Mindscape
  25 SIM CITY DELUXE
- Infogrames
  26 SIMCITY+Terrain Editor
- Infogrames

  27 A-TRAIN
- 28 CAESAR DELUXE
- Impressions
  29 PERFECT GENERAL
- 30 SUPREMACY
- Unknown

- CELTIC LEGENDS
  - Uhi Soft
- **32 GLOBAL DOMINATION**
- Impressions
  33 RANDIT KINGS
- Unknown
  34 BATTLE ISLE + Data Disk
- POPULOUS +Promised Lands
- Electronic Arts
  36 RAILROAD TYCOON
- RAGNAROK
- Mirage
  AIRFORCE COMMANDER
- CAMPAIGN + Data Disk
- THE PATRICIAN
- 42 CENTURION
- BREACH 2
- Impressions
  HARPOON + Data Disk
- MURDER
- 46 LASER SQUAD
- Krisalis ROME AD92
- Millennium VIKINGS
- Thalamus BREACH
- Impressions PALADIN
- Impressions SIM EARTH
- DEUTEROS
- Activision
  HISTORYLINE 1914-1918
- Blue Byte
  BLUE AND THE GRAY
- SIMANT
- WARLORDS
- Unknown
- 1869
- GETTYSBURG
- Mirrorsoft
- Mirrorsoft BORODINO Mirrorsoft MONOPOLY
- Unknown
  WHEN TWO WORLDS WAR
- Impressions RISK
- Unknown
  BATTLE CHESS II
- Intercom BATTLEMASTER Unknown **66 MOONBASE**
- **67** BATTLE CHESS
- Electronic Arts
  LORDS OF CHAOS
- BRIGADE COMMANDER Unknown
  HILL STREET BLUES
- AIRFORCE COMMANDER
- Impressions STARLORD
  - 73 KINGMAKER

# Super Leagues

74 AIR BUCKS

Impressions
75 GOLD OF THE AMERICAS

Starbyte
76 HALLS OF MONTEZUMA

US Gold

78 GERM CRAZY

Electronic Zoo
79 TOWER OF BABEL

Microprose

80 CHESS CHAMPION 2175

CDS 81 FLOOR 13

Virgin
82 FIGHTER COMMAND

Impressions
83 FORT APACHE

Impressions

84 LIFE AND DEATH

Mindscape 85 INTERCEPTOR

Electronic Arts
86 RED LIGHTNING

**87 CONFLICT EUROPE** 

Mirrorsoft 88 COHORT

Impressions

SEIGEMASTER CCS

**90 STORM ACROSS EUROPE** 

CONFLICT: MIDDLE EAST

US Gold

Impressions

93 AFRIKA KORPS

Impressions

94 BIG BUSINESS

**95** BURNTIME

Kompart

96 MAELSTROM

Electronic Arts
98 CRIME CITY

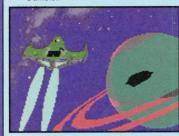
Domark

# **Arcade Strategy**

1 CANNON FODDER

Virgin

2 FRONTIER - ELITE 2 Gametek



**3 LIBERATION** 

Mindscape 4 ELITE

Rainbird

SYNDICATE

Electronic Arts

SPACE HULK

**7 ARMOUR-GEDDON Psygnosis** 

**8 DYNABLASTER** 

THE KILLING CLOUD

Mirrorsoft
10 HEIMDALL 2

Core Design
11 CANNON FODDER 2

Virgin
12 FLAMES OF FREEDOM MicroProse
13 HIRED GUNS

Psygnosis
STARGLIDER 2

Rainbird
15 THEATRE OF DEATH

Psygnosis
STORM MASTER

Silmarils

17 SPECIAL FORCES MicroProse

NORTH AND SOUTH

Infogrames

19 WAR IN THE GULF

Empire 20 PIRATES

US Gold TRANSARCTICA

Silmarils
22 INTERPHASE

Mirrorsoft
23 DRAGON'S BREATH

Palace
24 MIDWINTER

MicroProse
25 IRON LORD

Ubisoft

26 MILLENIUM 2.2

Activision

27 DAMOCLES + Mission Disk

Novagen
28 COVERT ACTION

MicroProse
VOYAGE BEYOND

Unknown
30 LORDS OF THE RISING SUN

Cinemaware
31 ROBIN HOOD

Millennium
32 ANCIENT ART/WAR IN SKIES

MicroProse
33 NARCO POLICE

Dynamix 34 STAR CONTROL Unknown
35 TEAM YANKEE

Empire 36 MOONFALL

37 TIME MACHINE

Activision
38 MAGIC FLY

Activision
39 PACIFIC ISLANDS

Empire 40 CYTRON

Psygnosis

41 STRIKE FLEET

Electronic Arts

42 STARFLIGHT

**43 SPACE ROGUE** 

Unknown
44 RULES OF ENGAGEMENT

Impressions
45 ARMOUR-GEDDON II

Psygnosis
46 MAGIC GARDENS

Electronic Zoo 47 ECO PHANTOM

Elec Zoo **48 VOLFIED** 

Empire
49 AIR SUPPORT

Psygnosis
SO SWORDS AND GALLEONS

**Platform** 

I LION KING

Virgin 2 ALADDIN

Virgin

3 JAMES POND 3

Millennium
4 RUFF 'N' TUMBLE

S FLASHBACK US Gold

SOCCER KID

Krisalis
PUTTY SQUAD System 3



**BUBBLE N SQUEAK** 

Audiogenic

SUPERFROG

Team 17
10 NAUGHTY ONES

Compart OUT TO LUNCH

Mindscape KID CHAOS

Ocean

Gremlin

14 THE ADDAMS FAMILY

Ocean
15 ASSASSIN '94

Team 17 ASSASSIN

17 DDFMIFDE

GODS

Renegade
19 FURY OF THE FURRIES

20 ZOOL 2

Gremlin
21 RAINBOW ISLANDS

PRINCE OF PERSIA

Domark
23 BUBBA N STIX

Supervision
25 PARASOL STARS

Ocean
26 FIRE & ICE

Renegade

Millennium
28 ARABIAN NIGHTS

29 PUGGSY

Psygnosis

30 LEANDER

System 3
32 COOL SPOT

Psygnosis

MARVINS MARVELOUS ADV

21st Century BRIAN THE LION

36 RICK DANGEROUS 1+2

KrisalisMicroProse

37 QUICK THE THUNDER RABBIT

38 ALIEN 3

Virgin
39 TRAPS 'N' TREASURES

Team 17 Ocean

42 CHUCK ROCK II Core Design

21st Century
IMPOSSIBLE MISSION 2025

MicroProse
45 FUZZBALL System 3

The Sales Curve
47 JAMES POND

Millennium
48 9-LIVES

Arc
49 ALFRED CHICKEN

Mindscape
50 LETHAL WEAPON

Ocean 51 ELF Ocean 52 MYTH

System 3
53 SWITCHBLADE 2

Gremlin
54 FANTASTIC DIZZY

Codemasters

55 SUPER METHANE BROTHERS

Apache
56 TEARAWAY THOMAS

Soundware **57 BEAVERS** Grandslam

58 JIM POWER Loricie WOODY'S WORLD

60 'ALLO 'ALLO

GLOBAL GLADIATORS

Virgin 62 TROLLS 63 MAGIC BOY

Empire 64 SWITCHBLADE

**65 MAGIC POCKETS** 

Renegade 66 TOKI

**67** ELVIRA THE ARCADE GAME

**68** THE BLUES BROTHERS

**69 WONDER DOG** Core Design
70 CHUCK ROCK

Core Design
71 P.P. HAMMER DMI

72 CREATURES Thalamus
73 DEEP CORE

74 LIONHEART

Thalion
75 MCDONALD'S LAND

Virgin 76 BC KID

Ubi Soft
77 CRASH DUMMIES

Virgin 78 OSCAR

94 AMIGA ACTION SUPER LEAGUES

- **79 BUBBLE BOBBLE**
- 80 HARLEQUIN
- FLOOD
- Electronic Arts

  82 NEW ZEALAND STORY
- VIKING CHILD
- Unknown 84 CAR-VUP
- Core Design RISKY WOODS
- Electronic Arts
  66 CHARLIE J COOL
- 87 YO JOE!
- Hudson Soft
- **89** NIGHT SHIFT
- Lucasfilm

  90 BASE JUMPERS
- DINO DETECTIVE AGENCY
- Alternative 92 GLOBDULE
- Psygnosis
  NEBULUS II
- 94 UGH!
- Blue Byte

  Blue Byte

  Blue Byte US Gold

## **Puzzle and Quiz**

- 1 LEMMINGS 2
- Psygnosis

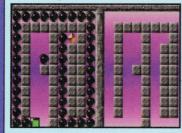
  2 BENEFACTOR
- Psygnosis

  3 OH NO! MORE LEMMINGS
- Psygnosis
  LOST VIKINGS
- Interplay

  B DIGGERS
- Millennium PIPEMANIA
- US Gold
- 7 ONE STEP BEYOND
- **8** PUSH-OVER
- Ocean
  ALL NEW WORLD OF LEMMINGS
- Psygnosis
  HUMANS/JURASSIC LEVELS
- Mirage BILL'S TOMATO GAME Psygnosis
  KRUSTY'S FUNHOUSE
- Virgin 13 KLAX
- Domark
- CHIPS CHALLENGE
- US Gold 15 TETRIS
- Infogrames BRAT
- Mirrorsoft
- WIZKID Ocean
- BOB'S BAD DAY
- Psygnosis 10 BLOB
- **GOBLIINS 2**
- Coktel Vision MORPH
- Millennium GOBLIIINS

- 23 GOBLIINS 3
  - Sierra

- **24 TRODDLERS** 
  - The Sales Curve
- SINK OR SWIM
- Zeppelin TINY SKWEEKS
- Loriciel 27 X-IT
- Psygnosis 28 LOOPZ
- Audiogenic
  29 SUPER TETRIS
- **MicroProse**
- 30 STEG
- **CodeMasters**
- SWITCH QUIZ
- **BLOCKOUT**
- **33** LOCOMOTION
- WELLTRIS
- Infogrammes
  BUG BOMBER
- ISHIDO
- 37 CLOCKWISER
  - Black Legend



- 38 PUZZNIC
- Ocean
- 39 NEVERMIND
- Psyygnosis **E-MOTION**
- US Gold
- TRIVIAL PURSUIT
- Domark 42 MONOPOLY
- Supervision
  CASTLE OF DR. BRAIN
- 44 STONE AGE
- Grandslam ATOMINO
- Psygnosis
  46 SUPAPLEX
- Digital Integration
- Rainbow Arts 48 GEM'X
- Unknown
- **BRAIN BLASTERS**
- Psygnosis 50 ATOMIX
- REVELATIONS
- Krisalis 52 PICK'N'PILE
- QUADREL
- Krisalis
- 54 CATCH'EM
- PLOTTING
- Ocean
- 56 7 COLORS
- Infogrames
  57 KWIK SNAK
- Unknown
  SPINDIZZY WORLDS
- CodeMasters
  59 JUMPING JACKSON
- Unknown
  60 CLOWN'O'MANIA
  - Unknown

- **61 SCRABBLE**
- Melbourne House
- **62 MANIX**
- **63 MANIC MARBLE**
- Unknown

  64 SCRABBLE
- US Gold
- 65 TILT
- Unknown

### **Role Playing**

- Thalion

  2 DUNGEON MASTER
- 3 CHAOS STRIKES BACK
- US Gold



- **5** LEGEND
- Mindscape KNIGHTMARE

- 8 AMBERSTAR
- BLACK CRYPT
- Electronic Arts
  MIGHT AND MAGIC III
- US Gold
- Impressions
  BANE OF THE COSMIC FORGE
- 13 EYE OF THE BEHOLDER
- 14 MIGHT AND MAGIC II

- 17 WORLDS OF LEGEND
- 19 POOLS OF DARKNESS
- 20 DARKMERE
- Core Design
  21 DEATH KNIGHTS OF KRYNN
- 22 CHAMPIONS OF KRYNN
- 23 BLADE OF DESTINY US Gold
- 24 BARD'S TALE III
- **26 ABANDONED PLACES 2**
- Daze **28 CRYSTAL DRAGON**
- Black Legend

- 30 ULTIMA VI
- Mindscape
- EXODUS
- Global
- STARFLIGHT II US Gold
- WHALE'S VOYAGE
- STARFLIGHT
- US Gold 35 SHADOWLANDS
- 36 SECRET OF THE SILVER BLADES
- **37 HARD NOVA**
- Electronic Arts
  SHADOW SORCERER
- **39 ISHAR/LEGEND OF FORTRESS**
- LEGENDS OF VALOUR
- LORD OF THE RINGS
- Electronic Arts
- **42 SPACE 1889** Empire
  43 MEGATRAVELLER 1
- 44 BUCK ROGERS

Unknown

US Gold 45 DRAGON WARS

# Bat 'n' ball

- PINBALL ILLUSIONS
- 21st Century
  PINBALL FANTASIES
- 21st Century
  PINBALL DREAMS
- 21st Century
  ARKANOID 2/REV OF
- SHUFFLEPUCK CAFE
- Ubisoft
- ARKANOID
- Ocean KRYPTON EGG Rainbird BUNNY BRICKS
- Silmarils
- LORDS OF WAR
- Rainbow Arts
  BOTICS

... but never fear. the wondrous **Superleagues** have been lovingly and religiously updated to take account of these occurrences.

- **MBERMOON**
- Psygnosis
  EYE OF THE BEHOLDER II



- Mindscape
  7 ISHAR 3

- TT PALADIN II
- US Gold
- 15 PERIHELION
- SHADOWORLDS
- Mindscape LEGACY OF SORASIL

- US Gold
- Electronic Arts
  25 BARD'S TALE II
- **27 ROBINSONS REQUIEM**
- Daze

# Shop

# **SWAP SHOP WORLD TOUR '94/95**

I'm on the run readers! Oh good heavens, this American citizenship is a nightmare – the trial on which I was a juror was apparently scheduled to last for months, and I was pleased to see my face on national television. Unfortunately this was bad. I was slung off the jury and now football fans the length and breadth of the country are

baying for my blood. Wish I hadn't been wearing that damn 'He did It' T-shirt. Anyway, I'm a wanted man and am therefore travelling incognito. So from now on I am to be referred to not as Swap Shop, but as Readers' Wives from Apples and Pairs magazine. Shee – tell you what, I get some very interesting correspondence! Take this for instance: "Dear RW, here are some photographs of my wife, the Princess of Wales..."

FIFA Soccer £13, Kick Off 2 Euro Challenge £12, (A5/600 version), Fields of Glory £12. All boxed as new. Tim Wilson, 01773

Wanted: Amiga penpals/contacts, male or femlae, no bottins or tw\*ts please. Mark Tomkinson, 7 Neptune House, Mallow Close, Cosham, Portsmouth, Hants.

Wanted: Fireforce, Battletech 1 or 2. Will pay good price, must be boxed. Ricky Bell,

I will swap Walker and Sim City for A-Train and Humans 1 or 2. Nicky ham, 021 624 9934.

Wanted: Monkey Island 1 and 2, DynaBlaster, MK2, Rise of Robots for 1 meg A500. Will swap for DynaBlaster 2, Dark Seed, Micro Machines, Loom. Simon Smith, 0161 653 93

Swap Football Glory for your Soccer Kid or Arcade Pool, john Madden's or Lemmings 2 or 3. Ring Jonathan Bamber between 57pm, 01993 843680.

Scorpion console for sale, with two games, boxed, £20. Phone Stuart, 01709 897542. Wanted: Beneath a Steel Sky. Will swap for Frontier, or buy at a reasonable price.

Russel Rowley, 01831 770102.
Boxed A1200 games wanted: also penpals.
Write to J. Levine, 4 Rhos Avenue, Cheadle Hulme, Stockport, Grr Manchester. Swap Mega Drive and Mega CD, plus SNES, for amiga A1200 or A600. Tel 0131 664 4726 and ask for Dave.

Desparately wanted! Demoniak in good condition. Better the condition, better the price Lee Hyde, 01708 2275

Wanted: true train spotter with anorak, red wellies and Thermos flask. No jokers! Write to Paul, 16 adcott Road, Middlesbrough, Cleveland.

Clevelana.

Dor sale: Stable Masters for just £10, Daily
Double Horse Racing only £3. Wanted: On
The Ball World Cup edition, will pay £10.
David Marlow, 01733 897086.

Will swap Simon the Sorcerer for Monkey Islands or any good graphic adventure. I have other such games also. Wayne Lea, 4 St James Road, Blackpool FY4 2HZ.

Sega Game Gear, 8 good games, Action Replay cartridge, carry case, 7 watt mini-speakers with adaptor, all worth £330. Will ell for £220. Gareth Howells, 01384

571091, after 6pm. Darren Hill, 7 Green Lane, Newbury, Berks wants an Amiga 570 CD Rom drive for under £60.

Steve McNally, The Bus Shelter, Scruffy Part of Salford, wants trousers/shirts/shoes for pence

Do you like sports? Well heres a game for you: Kick Off 3. Will sell for £15, boxed

and working [bonus!]. Contact John Matthews, 11 Station Road, Pinhoe, Exeter, Devon EX1 3SA.

Setting up a PD library. Send PD disks to Roy Dicken, 21 Westbrook Villas, Darlington, Co Durham, DL3 6TD. Darlington, Co Durham, DL3 6TD. Amiga 1200 420mb hard drive, GVP 40 mhz board with 8 meg RAM, external drive and £100's of software. £995 ono. Chris Keithley, 01473 658041.

Frontier, Zool AGA, Micro Machines, MicroProse Golf, Finest Hour, Simon the Sorcerer, Campaign, Premier Manager 2, Sensi Soccer, all £5-10 each. Will consider Sensi Soccer, all £5-10 each. Will consider swaps, [Same guy as the one above, but he's "fooling us" by sending in two coupons. Och, you got us there Chris!] Selling CD32 [Hey – it's more than Commodore are doing!], boxed with three years cover, includes 7 generals, £150. Panasonic KXP-2123 printer, excellent condition, includes Wordworth word processor, £140. Anthony Morris, 01352

810274 We're selling PD at 50p! [Really? Tell us all about it, by phoning Simon Lees on 01625 878888 to book an ad...]

Wanted: Dynablaster for A500 [Because there's certainly an AGA version around...] I will pay £20 for boxed original. Phone Neil on 01159 258924.

Amiga 1200 for sale, extra external drive and over £800 worth of games for £350 ono. Phone andrew on 01225 400655. For sale: A600 with 70+ games, two joysticks and mouse plus printer. Excellent

condition, £400. Wanted: A1200 hard drive and external

disk drive, any condition but MUST work.
John Waters, 041 647 1056.
Selling Syndicate, Historyline, £17, Faldo,
Pinball Fantasies, KGB, Links, Dogfight, £8,
Chaos Engine, F15, Gunship, Strikefleet,
£6. A.J. Peel, 0983 866900.

Worldwide contatcs wanted to swap games and PD. Chris Bollas, PO Box 8328, 10010 Athens, Greece.

For sale: Amiga 1200 Desktop Dynamite pack, excellent condition £250 Also 12 Amiga games from £5-10 each. Phone Adrian on 01904 416323. [Adrian, do you really live on Bad Bargain Lane? Only in Yorkshire, eh...?]

Amiga contacts wanted who are into strategy/sim games for hints, chit-chat, eg., Settlers, Dune 2 – only for the serious. Peter Hudson, 30 Rockingham Road, Redhouse, Sunderland, Tyne & Wear, SR5 5HU. A600, 2 meg, 2 mice, joystick, joypad, SWOS, Cannon Fodder, PM2 plus other accessories. £220 ono. Andy on 01963

For sale: Superfrog and Brian the Lion, excellent condition, boxed, £5 each. Phone Steve on 01495 249279.

For sale: A1200, 4 joysticks, 3 mice, 4-player adaptor, also games like The Settlers, WP Digita Wordsworth, DPaint IV. £400 ono, may deliver. Phone 01494 522008 and ask for Colin.

Hi, you're female from 12-15 years, HI, you're female from 12-13 years, searching for male penpals to write. so write now to André Cutajar, Aintionette House, Garcin Str., Msida (MSD 03), Malta.
For sale: Amiga 500, 1 meg, mouse, joystick plus eight boxed games. £150. John Valentine, 25 Arbor Drive, Burnage, Manchester, M19 1FX.

Swap Amiga 600, tons of games, three disk boxes, joystick, joypad, mice, mat, one year old, for Atari Jaguar. John Dawson, Westover, Ox Carr Lane, Strensall, York. 01904 490 384.

PD contacts wanted. Quick reply. Send letters to Kevin Priest, 225 Faversham Road, Kennington, Ashford, Kent TN24 9AF. A600 contacts wanted to swap hints, tips and software. Female gamers welcome. Colin, 18 Donald road, West Croydon,

Amiga 1200 with 34 top titles - SWOS, Cannon Fodder, Settlers, with external drive nad joysticks. As new, bargain £350. Simon Thornton, 0181 979 5731. Wanted: Soccer Rivals, boxed with instructions. Please phone Frank Clapham on 01863 374697.

Wanted: Dungeon Master and Monkey Island clue book for Amiga 60. phone Jayne on 01709 710793.

Jayne on 01709 710793.

A big JRR Tolkien fan is seeking Lord of the Rings game for Amiga 600. Will swap for any Amiga game. Christopher Warr, 71 Whitefoot Lane, Bromley, Kent, BR1 5SA. Swap Bills Tomato Game for Pinball Fantasies, also swap Pinball Dreams for Dune 2. [Sorry mate, but if you will insist on scrawling an unintelligible addess than you can't expect too much in the way of can't expect too much in the way of

response now can you?]. Amiga games for sale, all originals including Skidmarks £12, On The Ball £12, Cannon Fodder £10 Write for more details. Ewen Burr, 20 Great Western Place, Aberdeen, AB1 6QL.

Swap or sell Smash TV and Lotus 2 for anything Amiga. They work on all machines. Nikky Marshall, 8 Weakland Way, Hackenthorpe, Sheffield, S12 4PJ. Wanted: Castles for Amiga 500. My copy lost in move, or Castles 2. Phone 0869

Swap Cannon Fodder, Trolls A1200, Sensible World of Soccer, Sensible Soccer, Grand Prix for what have you. All boxed. Call Shaun on 0706 623121 Pen-pals wanted 16+. I want replies this time. Write to Kevin Brown, 16 Grasmere Gardens, Belfast, Northern Ireland, BT15

Wanted: Amiga contacts, A1200 only, preferably hard drive users for swaps, tips etc. Put pen to pper now. Call Shaun on 0706 623121

Samples wanted for use with Octamed. Please no disks full of crappy bell samples. preferably Techno Drum loops. Send list to Adrian Kinlock, 31 Boughey St, Stoke,

Staffs, ST4 5RN For sale: Steel Sky (£20), Monkey Island 2 (£15), Frontier (£10), Sensible Soccer v1.1 (£10). On the Ball World Cup (£20) or will swap for Jungle Strike (Mega). Call James on 051 449 3777

Shareworld is the international disk magazine for Amiga shareware authors and users alike. Issue 3 (now available) includes reviews, interviews, tutorials etc. for your free copy send two disks and a SAE to:- James Dearie, 5 Oaktree Grove, Hemsworth, Near Pontefract, West Yorkshire

Swap Steel Sky, Ryder Cup, Valhalla, Liberation, Want Star Trek, Alien Breed 2, Aladdin, Putty Squad, Cannon Fodder, Boxed originals only. Call 0506 844338 For sale K240, Special Forces, The Greatest (LOTT, Dune, Jimmy White Snooker), £10 each.

Artist (amateur) with own Amiga required for AMOS competition Rohan 081 8637544

Desperately wanted A1200 and the usual stuff (mouse, cables, power supplies, manuals etc). Please write to Bairro, 678 Fogos Banda, 4 Edificio 3, 20 G 7500, Santo Andre, Portugal. Amiga 500, 1 meg, extra drive, A570 CD

drive, nordic powr cartridge, two joysticks, many games, cost £550... £325. Sam Dodson, 051 327 2636.

CD32 upgrade SX1 with disk drive, keyboard, plus games, £150. Will swap for FMV, call Stu after 6pm on 01244

Will swap FIFA Soccer for Mega-lo-Mania. Andrew, 811972 [Nice code mate - ooh, you're phone'll never stop ringing] Wanted: help with Cadavar and Shadow Worlds please. Nigel Watson, 173 Overdale, Eastfield, Scarborough, N. Yorks, 0273 583645.

A500/600 owners! Recently purchased CD32 and have vast amounts of games for sale. Gordon Jyon, 4 Chevett Place, Grangemouth, Stirlingshire, Scotland, FK3

Swap Monkey Island 2 or A-Train for Universe, Beneath a Steel Sky, Simon or Fate of Atlantis. JC Harding, 16 Paxton Walk, Rogerstone, Gwent, ND1 0AT A1200 for sale, as new, inclusing Cannon Fodder, Gunship, Genesia, Syndicate plus others. £280 ono. Phone 1954 203055 after 4.30pm.

Older RPG games sought, and hints and solutions for many RPG games available. A Woolgar, 103 The Avenue, Whitburn, West Lothian EH47 0BS.

For sale: Amiga 1200 with dot matrix printer and two ribbons, optical mouse mat, disk box, Lion King, Aladdin, CF, FIFA and more. Peter, 01532 408280. Hi, I'm 25 and would like to hear from any girls (of any agel) who are interested in talking about tootball. Serious football fans and proper losers only please. Neil Jackson, BOX 24, Amiga Action,

# **Nap**Shop

Adlington Park, Macclesfield SK10 4NP.
I'll sell Mortal Kombat £10, MK II £15
Monkey Island £10, Monkey Island 2 £10,
Robcop 3 £10, Chuck Rock 1 & 2 £15 for
both. Alex Sawyer, 19 Alexandra Road,
Biggin Hill, Kent, TN16 3NZ.

For sale, £5 or swap: Winter Olympics, Amazing Spiderman, Beastbusters, wanted: Star Trek and Valhalla. David Buxton,

For sale: SWOS £15 – write to Mark Wolski, 7 Roucan Court, Collin, Dumfries, Scotland, DG1 4JH.

Wanted: Wings of Fury, fair price paid, call Peter Law, 01202 316248.

call Peter Law, 01202 316248.
15 year old male seeks female penpal aged 15-17, to write about anything.
101% reply, send photo if possible (ooh, because you're so dashing you can have the pick of the bunch, yeah?). Mark Wallace, 23 St. Ninian's Way, Linlithgow, West Lothian, Scotland. EH49 7BU.

I'll swap my Mortal Kombat or Frontier fo Championship Manager 93/94 or end of season data disk. Kevin Charters, 30 Taylor Street, Blyth, Northumberland NE24 5NA. For sale: C64 disk drive, tape, loads of games, full size music keyboard, light pen and loads more. £90. Mark Parker, 01384 865317.

Supergun for sale, play real arcade games at home, includes SCART lead, 6button joypad, 1 game. £75. Phone Gary on 0430 872688.

Swap or sell Desert Strike, Jungle Strike, Apocalypse and many more. anything considered. S. Quinn, 0181 998 8967. For sale: Amiga 600, 2 external drives, memory card, Roboshift interface, 2 joysticks, Quickjoy footpedal, mouse, mat, 2 disk boxes, loads of games and demo's and mags etc. £275. Justin Cowie 01206

Sell Amiga 500+, 13 games [?], 3 joysticks, CD, cassette, stereo, 2 walkmans, Lynx, 2 games, Amstrad CPC464, 12 games, worth £1000. Sell for £470. Riaz on 0181 444 3743.

Will swap or sell for £8, Premier Manager 3, Nick Faldo's Golf, International Sensi, On The Ball (World Cup), for Dawn Patrol, A-Train, UFO, Sabre Team, Syndicate. Stephen R...[illegible!], 091 454 0790. For sale: A1200 with 20mb hard drive, over 1 year warranty, 1084S monitor, Citizen Swift 200 printer, approx 30 games £500 ono. Write to Charles Khan, 26 Lycy House, Great Dover Street, London, SE1

Anyonw got Beneath a Steel Sky? I will swap Monkey Island 2 for it, and Flashback as well. Luke O'Hanlon, Glamorgan

Penpals wanted, age 13+ with A500+. Will reply to every letter. Donna Bradshaw, 3 Hobson Crescent, Audenshaw, Manchester M34 5LB

Help! I'm in need of Ghosts and Goblins, 1942 and World Champ Boxing Manager to swap. Malcolm Cluett, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton. WV11 2JT.

Bargains! For sale: Lotus 3, UN Swquadron, Chase HQ, Warzone, Kick Off 2 plus many more. All boxed, good quality and cheap! Jo Conas, 9 Porlock House, Sydenham Hil Estate, London SE26

Amiga 600 plus colour TV, monitor, games, mouse, joystick, pad. One year old, 1mb expansion, manual, boxed. £250 ono, may separate. K. Naylor, 01757

I want your A1200 now! £250 cash

guaranteed, any amount of games. First come first served. Malcalm Cluett, 253 Griffiths Drive, Ashmore Park,
Wednesfield, Wolverhampton, WV11 2JT.
Wanted: football management games,
Soccer Rivals, Premier Manager, Football
Glory, all wanted real bad. Call Frank,

01865 374697 Wargames for sale: Austerlitz and Waterloo. £9 for both or £5 each. Send cash or cheque to Mr. I. Alam, 8 Carment Drive, Shawlands, Glasgow, G41 3PP. Lots of games for sale. Frontier, K240, 2nd Samurai and more. All originals, buyer collects. Phone Paul after 5pm. 0923

My Simon the Sorcerer AGA, Bloodnet, Valhalla 2, for your Legend of Kyrandia, Innocent Until Caught, Nippon Safes. Allan Brown, 30 Peacock Street, Walworth, London, SE17 3LF.

826869

Cheap Amiga originals for sale. Write for printed lists to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ. Pen pals wanted to write about the Amiga.

Tips, cheats and all sorts of stuff. Gavin McGrath, 8 Hellstone Grove, Tyseley, Birmingham, B11 3PN.

For sale: Wings, Soccer Kid, Robocop 2, Gazza 2, Oats of Thunder [?], Kick Off 3, £10 ono. All boxed. Leighton Findlay, 38 Beechgrove Street, Dalmarnock, Glasgow, GL10 L1PT.

For sale: A1200 240mb hard drive, monitor, external drive, two joystics, 13 games, disk boxes. £550 ono. Michael French, 01473 215654.

Ishar 3, The Clue, Frontier, Wing commander and others. £10 each. John Valentine, 25 Arbon Drive, Burnage, Manchester M19 1FX.

Loads of PD for sale. Ring Gareth on 0232

Swap Monkey Island 2 for Gobliins 2. Call Chris on 0505 863921

Amiga CD32 games. I will buy, sell or swap. Write to Mark Smith, 6 Bernard Crescent, Ipswich, Suffolk, IP3 9U. Swap Assassin, F15 Strike Eagle II, I Alien 3 and Beneath a Steel Sky, T2 Arcade for the A1200. Andrew Woodward, 0452 410268.Boxed games, over 100, very cheap. Also A1200, A500, omnitor, printer, external drive. Write to Gavin Rogers, 24 Northview, Swanley, Kent Ideas man needs boffin to develop world class inovation hardware, share 50/50...? personal disclosure only. 0428 656264 during office hours. FLOOD

Ц 

For sale: Putty and Pushover £10 each. Ring 023 45936 [Hmm... an unlikely number in our opinion] and ask for Daniel

between 6-9pm. i will swap SWOS for Championship Manager '94, and Settlers, cannon Fodder, Chaos Engine and T2 for Club Football or Premier Manager 3 For sale: Amiga 1200 Desktop Dynamite pack, excellent condition £250 Also 12

Amiga games from £5-10 each. Phone Adrian on 01904 416323. [Adrian, do you really live on Bad Bargain Lane? Only in Yorkshire, eh...?]

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33836

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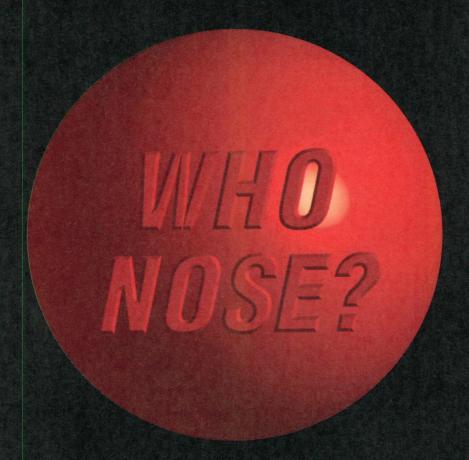
Amiga games for sale, all originals including Skidmarks £12, On The Ball £12, Cannon Fodder £10 Write for more details. Ewen Burr, 20 Great Western Place, Aberdeen, AB1 6QL. Swap or sell Smash TV and Lotus 2 for

anything Amiga. They work on all machines. Nikky Marshall, 8 Weakland Way, Hackenthorpe, Sheffield, S12 4PJ.

Keep your ad a decent length and it's free, but start listing all your games in full and you'll have to pay. A bit. It's a deterrent see? Saves us filling two pages with about 12 ridiculously long ads. Make cheques payable to IDG Media, or better still, make your ads... SHORT. Ta.

	COLUMN DESCRIPTION OF THE PERSON NAMED IN COLUMN DESCRIPTION OF THE PERS				
Name					*
Addre	ess				
Telep	hone			Age	
		ish to be printe	d:	Age	
	k which you w	ish to be printe	d: Address		

# Next month...



We could have excellent demos of two superb beat'em-ups.

We might have a review of possibly the biggest game of the year, First Encounters.

There could conceivably be some news on Streetfighter II Turbo.

Or we might even tell you something about The Chaos Engine 2.

Be in no doubt — find out for yourselves.



Amiga Action May issue
Mincing into the shops wearing its mother's dress on April 13

only one magazine can fill this space...

SEGA MINIENDO JACHAR AND AMENAGA

AWESOME 16-BI

AWESOME 16-BI

Barbarian Con

America's Premier Video Game Magazine IS COMING SOON

# It's all for charidee!



# URBO TRAX

The best ever Amiga racer? Find out inside





# FIRST ENCOUNTERS

Elite's third coming... Bigger than space itself!